

VOLUME 1

MARCH 99

ISSUE 9

# NEW AGE GAMING

SHOOTOUT SOUTH AFRICA

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

BUMPER ISSUE

ALIENS VERSUS

PREDATOR

SPINE CHILLING  
PREVIEW

JAM-PACKED  
81 REVIEWS

S3K  
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TOURING CARS  
ESX REVIEW

SIM CITY  
3000  
REVIEWED

FALCON 4.0  
REVIEWED

NB!  
IF COVER CD IS MISSING  
ASK YOUR NEWSAGENT

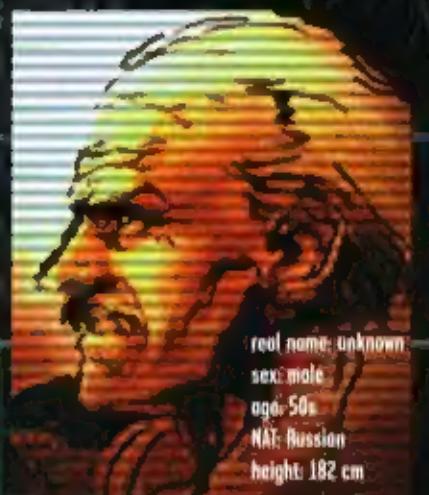
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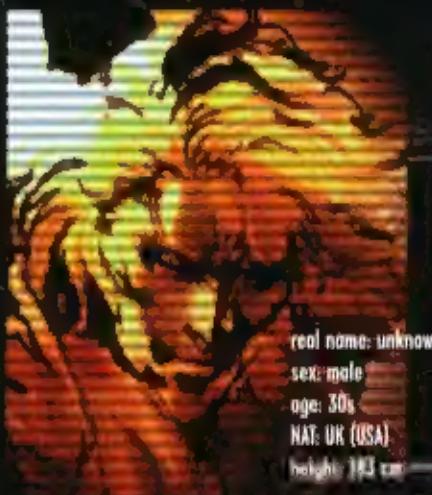
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TACTICAL ESPIONAGE ACTION  
**METAL GEAR**  
SOLID

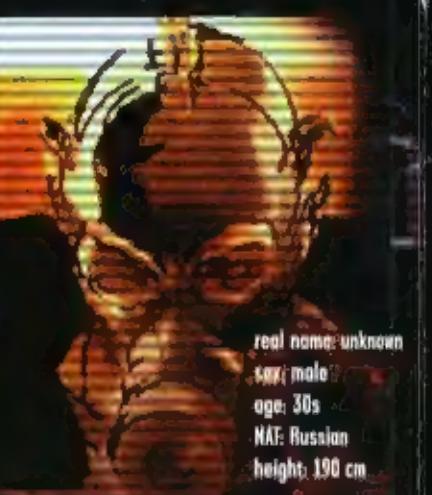
GENETICALLY ENGINEERED, RUTHLESS MERCENARIES, HAVE SEIZED HUNDREDS OF NUCLEAR WARHEADS...



REVOLVER OCELOT



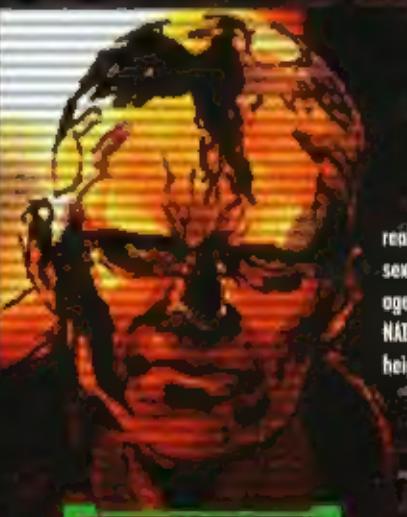
LIQUID SNAKE



PSYCHO MANTIS



SNIPER WOLF



VULCAN RAVEN

THE THREAT OF A NUCLEAR HOLOCAUST LOOMS...



SOLID SNAKE HAS  
BEEN RECALLED.  
THE MISSION:  
INFILTRATE AND  
ELIMINATE THE  
TERRORIST THREAT...  
SINGLEHANDEDLY.

SOLID SNAKE

real name: unknown  
sex: male  
age: 30s  
NAT: USA  
height: 182 cm  
IQ: 180  
Ex-FOX-HOUND member  
Speaks 6 languages fluently  
Expertise in parachuting,  
SCUBA diving, free climbing

10 / 10 The best game ever made.

OFFICIAL PLAYSTATION MAGAZINE

98% Unputdownable, unforgettable...

EDGE MAGAZINE



Metal gear Solid is an original game developed by Konami Computer Entertainment Japan.  
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# ED's Note

## Sticks and stones

I was invited for a quick slugging session at a driving range recently and at the end of the day I had the opportunity to reflect on my life long perception of golf, and the harsh reality thereof. To begin with it was all fun and games, striking fresh air half the time, laughing loudly at myself (which proved useful in drowning out the laughter directed at me) and generally having a good time. This is how it started. After about an hour of this ineptitude the grim realisation dawned that I wasn't going on the PGA tour anytime soon causing me to redouble my efforts if only to save face - I was going to hit that sweet spot or die trying. To cut a long and sad story short the day ended in pain with a few minor extremities demanding medical attention. When sitting in front of a PC or PlayStation I can play the odd sports title like a master, thinking that it couldn't possibly be that hard to repeat the performance in reality, but real life dishes up a plate of anguish and frustration. Bringing me to the point...

How many games have you played recently where your virtual alter-ego has been immolated, decapitated, eviscerated or even just squashed flat? It's likely that every game in your collection dishes out the death penalty for your mistakes in large healthy doses. Haven't you ever wondered how you'd fair in a similar situation? Often I've given myself a healthy pat on the back after completing a tricky triple jump and catch in Tomb Raider or successfully clearing out a room of aliens in most other games. We play computer games for countless hours never giving one seconds thought to the people who actually play those games - the ones who risk their lives every virtual day, the ones nobody ever thinks or cares about. This new awareness drive from us at New Age Gaming can be likened to hugging trees and saving whales. We're all guilty and we do it every day of our lives. Sitting in front of a PC or PlayStation pressing buttons and twiddling your thumb might seem like a strenuous workout for some of you, and in some cases it might be the only exercise you're looking at for the whole week. But just think of the characters in the games you play. Think of the Quake grunt who is literally ripped apart with numerous direct rocket strikes every game and think of Lara Croft who is likely to be mauled by a tiger if she manages to escape that rolling boulder or pit of snakes. If you think it's easy playing soccer on a PlayStation and being regarded by your friends as the next potential Alan Shearer, go ahead and give it a go in real life. It's tough out there and I've decided I'd rather be a virtual champion than a real life failure - games offer the kind of escape we all need but just remember who really does all the hard work when playing them. Hats off then to all the virtual characters that have been abused for so many years in so many games.

## Happy Birthday NAG

That's right, New Age Gaming is turning one next month. For our birthday issue we've got something special lined up for our readers - so make sure you don't miss it. We have also permanently increased our circulation of the magazine to keep up with the demand. The other good news is that we won't be increasing our cover price anytime soon, so you can look forward to bigger better issues that still cost the same and offer the highest quality in the South African market.

Michael James, Editor

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# Made From The Best Stuff On Oddworld.



Evil rules - but Abe's new powers mean you're up to the task!



Fart possession! No other game has it - no other game wants it!



A full-on Exodus requires more stealth than a ninja army.



Save your race... again!  
Save your game... anywhere!

Some cry because of the challenging gameplay. Others cry for their enslaved brothers. But most Mudokons cry because electrodes are attached to their tear glands, stimulating the ingredients for SoulStorm Brew, the best-selling nauseating elixir from SoulStorm Brewery.

In the classic Oddworld tradition, Abe's Exodus delivers more intuitive communication and entrepreneurial evil than ever before. Richer language. Lusher environments. Tougher challenges. Deadlier farts.

Welcome to the tastiest gaming brew ever concocted. Slug it down.

AN ALL-NEW ACTION EPIC  
FROM THE CREATORS OF  
ODDORLD: ABE'S ODOOSIE

## odd to the last drop



The channel retail  
live wire



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RPG/Strategy  
RPG  
1st Person Multiplayer  
Racing Sim.  
Racing Sim.  
Puzzle  
Arcade Action  
Combat Flight Sim.  
Real Time Strategy  
Arcade Action

Racing Sim.  
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#### BITS AND BYTES

The latest sizzling hot news from around the world.

#### BACKCHAT

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#### ARCHIVES

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More on coding demos by Paul Furber, Part 8.

#### CLEUELESS

The latest PlayStation Cheats, see Cover CD for PC Cheats.

#### THE END

**NEW AGE GAMING**  
SOUTH AFRICA

**COVER CD**  
Windows 95 - Windows 98  
PC-CORD  
DirectX® required  
REQUIRES 1600x1200 RESOLUTION  
NOT FOR PLAYSTATION®

**STAGED**  
**TOMCAT 2 TOURING CARS**  
**COMMANDOS BEHIND THE CALL OF DUTY**  
**DETHKARZ**  
**ALIENS VS PREDATOR**

Ask your retailer if this CD is not on the Cover

**SOUTH AFRICA's ULTIMATE GAMING COVER CD**

## Cover CD Contents

#### Demos

Aliens vs Predator (Predator Demo)  
Brian Lara Cricket  
Commandos: Beyond the Call of Duty

#### DethKarz

#### Gangsters

#### Get Medieval

#### Links LS '99

#### Myth II: Soulblighter

#### Quest for Glory 5

#### The Tainted (Updated Version)

#### TOCA Touring Cars 2

#### Patches

#### Baldur's Gate Beta

#### Falcon 4 v1.04

#### Half-Life v1.00B

#### Populous v1.01

#### Powerslide v1.01

#### Pro Pilot v1.01

#### Quake 2 CTF v1.50

#### Rage of Mages v1.0

#### WarGasm #1

#### Add-Ons

#### Rage of Mages Map Editor

#### Get Medieval Level Editor

#### Half-Life Add-On

#### Heart of Darkness Theme

#### Independence War Theme

#### Populous Theme

#### Rage of Mages Theme

#### DethKarz Theme

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#### Duke Nukem Forever Preview

#### Civilization: Call To Power

#### Cheats

#### PC Cheats Included on the CD



# Saitek

The Only Range of  
Controllers That Won't Cramp  
Your Style or Your Pocket

The only joystick  
adjustable for  
left or right  
handed users, or  
small or large  
hands using  
Saitek's unique  
Ajustment tool.



A pad for the  
adult PC gamer!  
The Cyborg 3D™

Digital Pad  
combines  
steering wheel,  
joystick and  
gamepad - with  
adjustable  
handsize.



Uses Microsoft®  
Force Feedback  
technology,  
includes gear  
lever, adjustable  
steering height  
and adjustable  
resistance on  
pedals.

#### R4 RACING WHEEL

A must for the  
serious armchair  
pilot - for flight  
sims, X36F  
joystick and X35P  
throttle - even  
better than the  
real thing!



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Available from Incredibile Connections, Software  
Connectives, CNA and most leading computer retail  
outlets. Please phone the distributor for details of  
your nearest stockist.

# The Web

**NAG's WEBSITE OF THE MONTH**

**BABYLON 5**

This is the official web site of the Babylon 5 Combat Simulator, a new game from Yosemite. If you enjoy games like the Wing Commander series then this site is an essential cyber check-point if you're a big fan of Space Combat games and enjoy the series on television. It has just recently been updated and overhauled so if you've been there in the past and found it a little lacking then now is the best time to go back and have another look. One of the more exciting features on the site has to be the spacecraft you'll be flying when the game is finally released - there are a total of 15 high resolution images and details for you to water your eyes over.

[www.b5games.com](http://www.b5games.com)

## NAG's Favourite Websites of the Month

<a href="http://www.starwars.com">http://www.starwars.com</a>	<a href="http://www.cavodog.com">http://www.cavodog.com</a>	<a href="http://www.starsiege.com">http://www.starsiege.com</a>	<a href="http://www.foxinteractive.com">http://www.foxinteractive.com</a>	<a href="http://www.tiberium.com">http://www.tiberium.com</a>
Star Wars Episode One is set to turn the planet upside down later this year when the movie is released. The Internet site is a veritable feast of information on The Phantom Menace and the other classic Star Wars movies. Starwars.com has the distinguished reputation of being one of the first internet sites that people visit when going on-line for the first time. You can have a look at the characters, alien creatures and technology that are going to feature in this silver screen phenomenon. Special features on the making of the new movie can also be found within. One major attraction on the site has to be the stunning trailer that dropped jaws around the world when first aired on the big screen. It's available for download so get moving.	Cavodog is the same company that released Teal Annihilation not too long ago and they are still releasing units for it. Which you can download from their site. That's the old news - the new news is that they are currently completing development on a new game called Kingdoms which should arrive later this year. The game uses the Teal Annihilation engine but features a more medieval flavour. The site is very impressive and goes a long way to show people just how to do things the right way using the Internet as a mouthpiece. The Kingdoms section of the site is looking very lively and keeps people informed almost on a daily basis with new features, developments and news. Two other new games to look out for from Cavodog are Armies: The Awakening and Elysium a third person adventure game.	The very best of both worlds is offered at starsiege.com. You can find information on both Starship Troopers (previewed in this issue), a 3D combat simulation and Trireme (NAG 82%), a multi-player only FPS game that focuses on teamwork and cooperation. The site, like most others, features screenshots, reviews and information on the nicely detailed Starship Troopers universe. This site should be generating plenty of traffic due to the popularity of both these games. Another interesting site to look at is www.star-segplayers.com which focuses on the 3D combat aspect and details things like vehicles, weapons, Plan updates and even has a few new skins for your assault vehicles. www.dynamix.com will take you to the developers website where you can find out all about the company responsible for two of the hottest titles this year.	Fox Interactive is highlighted this month mainly due to their upcoming game, Alien versus Predator. This month we've published a preview on the game and think you should also check out their site for more information and current developments. Take a look at their Inter-Ocular Bioware's Starship Troopers for all the latest news, previews, tips, hints and technical support on their current products. Two interesting titles in the line up this year are Alien Resurrection and Croc. Alien Resurrection is being released first on the PlayStation and then later on the PC - it's an action-adventure game based on the movie that promises an intense experience. Croc. It needs little introduction and the sequel features new moves along with an improved environment to play in. Check it out and stay informed.	After the phenomenal success of the Command & Conquer games, Tiburon Sun must be one of the most anticipated titles due for release this year. If you're into speculation, hints and rumours then get your ass working on this site. It's not all just idle talk and time wasting though and the site offers tons of legitimate information on the game along with plenty of downloads and links to other sites. The other nice thing about this site is that the guys who run it are complete and total Tiburon Sun nuts so you're guaranteed not to miss anything. We're looking forward to the release of this game just as much as everyone else and we'll bring you an exclusive review when it hits the shelves.

# NAG COMPETITION

## SBK SUPERBIKE WORLD CHAMPIONSHIP 5 COPIES

THIS MONTH'S  
TOP GAMES ARE  
SPONSORED  
BY

ELECTRONIC ARTS  
Africa

## SIM CITY 3000 5 COPIES

Answer the following question to stand a chance to win one of these amazing gaming packs.  
Question: Which of the two games up for prizes is published by EA Sports?

Send your answers to NAG / EA Africa Competition  
PO BOX 2749, Alberton, 1449  
or E-Mail us at comp@nag.co.za

## WORLD CHARTS

E-Mail:  
[topten@nag.co.za](mailto:topten@nag.co.za)

Postal:  
**TOPTEN**  
**PO Box 2749**  
**Alberton, 1449.**

RC	
NAME	
1. <a href="#">Baldur's Gate</a>	
2. <a href="#">Half-Life</a>	
3. <a href="#">Starcraft</a>	
4. <a href="#">Might &amp; Magic 6</a>	
5. <a href="#">Railroad Tycoon 2</a>	
6. <a href="#">Fallout 2</a>	
7. <a href="#">Unreal</a>	
8. <a href="#">Thief - The Dark Project</a>	
9. <a href="#">Total Annihilation</a>	
10. <a href="#">FIFA 99</a>	

PLAYSTATION	
NAME	
1. <a href="#">Metal Gear Solid</a>	
2. <a href="#">Crash Bandicoot 3</a>	
3. <a href="#">Gran Turismo</a>	
4. <a href="#">WCW / NWO</a>	
5. <a href="#">Resident Evil 2</a>	
6. <a href="#">Grand Theft Auto</a>	
7. <a href="#">Parasite Eve</a>	
8. <a href="#">Action Tennis</a>	
9. <a href="#">Tekken 3</a>	
10. <a href="#">Tomb Raider 3</a>	

## SOUTH AFRICAN CHARTS

LM = Position Last Month TM = Total Months on chart RET = Re-entry

# 10 TOP GAMES

RC		
NAME	LM	TM
1. <a href="#">Starcraft - Brood War</a>	1	1
2. <a href="#">Baldur's Gate</a>	new	new
3. <a href="#">Quest for Glory 3</a>	3	1
4. <a href="#">Tomb Raider 3</a>	5	1
5. <a href="#">Age of Empires Pack</a>	10	1
6. <a href="#">FIFA 99</a>	4	1
7. <a href="#">Combat Flight Sim</a>	new	new
8. <a href="#">Empire Earth: Definitive</a>	new	new
9. <a href="#">Caesar 3</a>	7	1
10. <a href="#">Half-Life</a>	8	1

PLAYSTATION		
NAME	LM	TM
1. <a href="#">FIFA 99</a>	10	10
2. <a href="#">Brian Lara Cricket</a>	6	1
3. <a href="#">Tomb Raider 3</a>	2	3
4. <a href="#">Gran Turismo</a>	4	1
5. <a href="#">Crash Bandicoot 3</a>	5	1
6. <a href="#">Tekken 3</a>	3	1
7. <a href="#">Spyro the Dragon</a>	9	1
8. <a href="#">TOCA 2 Touring Cars</a>	new	new
9. <a href="#">TOCA Platinum</a>	10	1
10. <a href="#">Small Soldiers</a>	7	1



# BITS & BYTES

## Baldur's Gate Shortchange

Thanks to Johann for sending me the following email to inform me of the situation with Baldur's Gate distribution here in South Africa.

Check it out:

"As I am sure you have heard by now, the much-awaited game Baldur's Gate has arrived in SA. There is one problem with it though. It is the UK version and Interplay UK has shortchanged us here in SA. It does not come with the wall map and reference chart that is mentioned in the manual."

People are encouraged to write to UK Interplay (small mall) to express their dissatisfaction with this. The address is:



**Interplay UK**  
Harleyford Manor  
Harleyford  
Henley Road  
Marlow Buckinghamshire  
SL7 2DX England

The map and reference card can be downloaded (2.4 meg) from a list of sites at:  
<http://www.bgchronicles.com/dl/dl.asp/bgchronicles/01/BGMaps.zip>

## Ubi Soft Signs Up for Copy Protection



Macrovision Corporation has announced that Ubi Soft Entertainment, a publisher and distributor of interactive entertainment products, has signed an agreement to use Macrovision's SafeDisc PC CD-ROM copy protection technology on all of its titles through 1999. "Many software publishers are spending enormous amounts of energy combining high technology with great game play but are neglecting to protect their finished product from the growing software piracy epidemic," said Yves Guilleminot, president of Ubi Soft Entertainment. "We felt it was critical to use Macrovision's SafeDisc copy protection to ensure protection for our consumers and to maintain our reputation."

Ubi Soft Joins GT Interactive, Interplay, Microprose, Red Storm Entertainment, Take 2 Interactive Software and TalonSoft on the list of companies to make use of the SafeDisc copy protection technology.

SafeDisc technology is a software-based solution that does not require any changes to standard PC or CD-ROM hardware. It is comprised of both and authenticating digital signature embedded on the disc, as well as a multi-layered encrypted wrapper that secures the CD-ROM content. The digital signature, which cannot be copied by CD recorders or mastering equipment, is embedded by the laser beam recorder at the time the CD-ROM master is made at the mastering/repllication facility. An important feature of SafeDisc is the multi-level anti-hacking technology that helps prevent the compromise of its security features. The anti-hacking technology is designed to not only deter consumer copying, but to also thwart experienced hackers and commercial pirates. This is good news for the gaming industry as more publishers and distributors make use of anti-piracy technology. Piracy has got out of hand the last couple of years, especially in developing countries. If SafeDisc is as secure as it states we should see sales increase in the gaming sector, which can only mean better things for all gamers. The extra money from the sales get put back into marketing and development of other titles, meaning more and better quality games.

We here at NAG discourage anyone from pirating ANY games, our local distributors are getting jacked and ready to raid and prosecute any offenders. Don't say you haven't been warned.

10010001  
01101110  
11101000  
00101011

## Introducing the Logitech Summer 98 Collection

### Hot technology in refreshing designs



**Wingman Formula Force**

- Feel more, react quicker, drive faster
- 270 degrees rotation
- Four programmable buttons
- I-Force 2.0 & DirectX 5 Compatible
- USB or serial connector
- Dead pedal foot rest



**Wingman Interceptor**

- 33 Programmable functions
- Digital precision
- Three 8 way hat-switches
- 9 Buttons



**Wingman Force**

- 5 Programmable left hand buttons
- I-Force 2.0 & DirectX 5 compatible
- USB or serial connector
- Gearless cable drive for positive, realistic feeling



**Wingman**

- Designed for flying
- Throttle control
- Heavy steel base
- Sculpted grip
- Rubber encased buttons



**Wingman Gamepad**

- Shapely grip
- 8 way direction pad
- 6 buttons plus 3 for settings
- 2 triggers
- Digital technology



**Thunderpad Digital**

- 8 programmable buttons
- Precise lightning-quick play
- Digital technology
- Dual mode for second player

# BACKCHAT

PO Box 2749  
Alberton  
1449

[letters@nag.co.za](mailto:letters@nag.co.za)



Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game (Damn not this month Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

Thank you to everybody who wrote in. Unfortunately we cannot reply to all of them, but we do read them all. We have an e-mail address dedicated to the letters section. This address is listed above. If you didn't receive an e-mail you are almost guaranteed a reply. Congratulations to Vaughan de Villiers who won a copy of Alien Resurrection. Keep those gaming related questions coming. See ya.

## DEAR NAG

It was with great anticipation that I opened my first issue (Jan/Feb 99) of my subscription to your magazine. Being an avid gamer, I immediately went for the cover CD, trying out the (usually) great demos. My excitement didn't last long. After scanning through the list of demos, I realized that of the initial thirteen games on offer, only three needed a video card of less than 4MB, and of these three, only one seems to be worth playing. Ag nooit man!

Now I know that my 2MB PCI graphics card is not exactly cutting edge technology, neither is my Pentium 200 MHz, but have you ever considered that most of the gamers (especially in South Africa) don't have the latest 1dx / R1 700.00 price tag Video Cards! I think you will find that if you should hold a reader's poll that only a minor part of South African gamers do own a Voodoo2 or Riva TNT. Most gamers I know don't even have a 2Mb card! If, however, you look at the minimum requirements of the reviews on offer, you will note that a simple 2Mb card is more than enough. Why then should the demos be so hardware demanding when the reviews are not. I know the guys with the Voodoo2 etc. need to be satisfied as well, but couldn't you just balance it out a little, so that the less fortunate among us (sound like a politician) who don't have quite the hardware, also get our share.

Thanks

BEN  
GARIES

Ag shame man. Yes it is a tough life out there and only the few and the brave will live to install another day. Don't get me wrong I do empathise with you but the unfortunate truth of it all is that things aren't going to get any better in the future. Intel has just recently announced the Pentium 3, the knock-on effect of this will

eventually equate to money out your pocket as the new breed of motherboards are released and then the new 3D cards will be shipping... Sureh, you knew what

## TO NAG

I think the quality of games nowadays is deteriorating. Sure maybe the graphics are becoming better and more realistic, but because developers are putting so much time into getting the graphics so good, they are spending less and less time on story lines and making the game more interesting for you to play. Ed

A NUT  
Hey, I saw your magazine in CNA and bought it.  
E-MAIL  
We've had a suspicion that CNA has been selling our magazine for sometime now, thankfully we've got people out there like you that are able to confirm our suspicions. Ed

VAUGHAN DE VILLERS  
KALK BAY

This is a time-honoured argument and some of the statements you have made are probably hitting a chord with many of our readers out there. How often have you sighed in nostalgic bliss when walking past a corner café and spotting a favourite arcade game that you used to play to death when you were younger? Your statements on gameplay are mostly true but although Half-Life was a 'mindless' shooter, it had gameplay coming out of its ears. There is a big difference between the story line and gameplay, a good story always enhances the gameplay but the distinction between the two is quite clear. Another thing to remember is that in the past, game designers had very little else going for them other than good solid game design. Now developers around the world have huge budgets and literally hundreds of people working for them - it almost seems as if the creative pool has been diluted somewhat and the driving passion that was so prevalent in the past has sadly faded from the whole game developing process. Even the way we talk about new games these days has changed, it's a subtle change from 'making games' to 'developing games'. In the context of computer games, the words developing and making are worlds apart. As you must have noticed our scoring is broken down into multiple facets with graphics very rarely scoring anything under the 80% mark, but with the other rating criteria the scores can go from excellent to downright criminal, it's a true reflection of the state of games today and confirms some of your statements. Largely one can sum up by saying, they just don't make them like they used to. Ed

you where getting yourself into when you bought your first machine. This is the nature of the computer industry and love it or hate it there isn't a thing you or I can do about it. We also don't really have any choice when supplying new demos to our readers, every new release needs a higher specification machine than the last one and you certainly won't find any new demos out there that will happily run on a 486. Don't despair though, you can buy a new 3D card and / or Video

Card for well under R1000. It won't be the fastest one on the market but it will get your games running. You'll also note that we do award higher marks to games that manage to deliver quality gaming to the community without needing a Pentium 3 to run. In answer to your other question, the cover CD demos represent games due for release in the future so games on the shelves now are always going to be rated a little lower. When John Carmack of ID Software announced that Quake Arena was only going to support 3D graphics accelerated machines everyone expressed shock and concern but his prediction is looking more and more realistic as the release date gets closer. Where we can we will always try and get demos that will run on any machine. Ed

## A NUT

Hey, I saw your magazine in CNA and bought it.

## E-MAIL

We've had a suspicion that CNA has been selling our magazine for sometime now, thankfully we've got people out there like you that are able to confirm our suspicions. Ed

## HI NAG

Thank you for a great mag! And a cool cover CD. I was wondering if you could tell me where and when E3 would be held during 1999 and 2000? Could you let me know whether you are going to put a demo of Klingon Honor Guard on the cover CD and finally when will the game Alien based on the movie 'Alien Resurrection' be released?

Yours faithfully

FRANCOIS DU TOIT  
PRETORIA

Thanks for the praise. E3 will be held the Los Angeles Convention Centre in LA between the 13th and the 15th of May. The show is an industry show which means only developers, journalists and

## HI THERE

I live in a very small town where people don't even know that computers exist. I bought a game for my computer a couple of months ago called RAVNA and it's made by Slera. I don't seem to be able to get past a certain place in the game. It's the bit with the alien mathematics, I just don't seem to be able to figure out how to solve the problems. I know that you must be thinking that I am dense, I know that you do not write back to the people writing in and that you only publish a couple of letters, but I have to ask. Could you please write back to me with any kind of help. This town of ours doesn't even sell your magazine here, so there's no way for me to check if you published my letter. I am planning to subscribe to your magazine, if I could only raise the money. Ed

## DEAR NAG

The reason I am writing this letter is a concern about piracy. Many distributors of pirated games/programs make the pirated games at home by copying them from originals on their CD writers. What I'm getting at is if a CD writer can do is pirate games, then why are they legal? Is there another function for a CD writer? Even if a person buys one for legal reasons, wouldn't it be tempting to use it for illegal reasons just to make a little extra cash or to make a copy of something for their friends? Everyone I know has bought one for illegal operations.

Thanks

RIAZ ITZKIN  
GREENSIDE

I'm wondering if this is another soul looking for an endorsement? For those of you that missed our last issue, we had a brief discussion on piracy and the consequences thereof. This letter adds another good point to the debate and one that often raises the stakes slightly. There are many legitimate uses for CD writers, a good example being New Age Gaming. Every month we put the entire magazine onto CD for printing and back up. As far as temptation goes, of course it's tempting but so are drugs and alcohol. Ed

Thank you very much

MARLI BESTER  
Worcester

# BACKCHAT

PO Box 2749  
Alberton  
1449

fully enable our readers to make sound buying decisions in the store.

2. The cover CD is pretty full at the moment and if we were to add even a single extra byte to the line up it would burst its sides. The good news is that we are currently looking at including a few utilities every other month on the CD in an attempt to please all of the people all of the time.

3. Great.

Funny you should mention South African game development, we've got an interesting interview lined up for the next issue. Ed

## HELP NEEDED WITH RAW DEAL

The first mag of yours that I bought was vol. 1, issue 7 in December 98, because it had a stunning profile of the Horned Reaper in a very serious festive mood. Great mag with beautiful pages. You can definitely look forward to my subscription.

In writing to you to share my raw deal, which I've also sent to Fair Deal and other magazines, I hope to open all user's eyes to the fact that there are sharks out there, who will play the quote game with you, but still stab you in the back when you're not watching.

## UNKNOWN

I've received a number of letters and e-mails from people around the country who have been deceived by slick salesmen at computer stores. Reading between the lines, one thing becomes apparent, lack of knowledge. NAG cannot publish details of these so called back stabbers but rest assured they are out there. We also cannot give legal advice or attempt to assist you. The best thing you can do is get informed, make sure before you hand over any cash that you are getting what you're paying for. If you aren't sure then ask someone who knows about computers or ask for a second opinion.

Dealing with only one company when buying a computer is silly, get a few quotes from different reputable companies. Common sense is your best friend when buying a PC.

Ed

Thanks to all the writers of this months letters, keep those topical questions coming!

# ARCHIVES

In mid 1986 home computers were all the rage and seemed to have rooted themselves deep in the hearts of users the world over. Atari and Amiga were doing very well and glying both the PC and Mac a really hard time! But by 1989 things would have a different outcome.

Meanwhile in the gaming industry big things were on the horizon...

In 1987 the Atari Corporation managed to purchase a portable video game system design by a financially strapped game company called Epyx. If you owned a C64 you might recall that they were the geniuses who designed the FASTLOAD cartridge that sped up the old 1541 diskdrive to just under Mach 2... well okay. Maybe not that fast!

Epyx, which had primarily focused in the past on making video games (Summer Games and Mission Impossible) for several computer and video game platforms, formed a new hardware division. With a team of Ex-Amiga engineers they went to work on creating an all new powerful and feature rich portable video game system. They achieved their goal and created the Portable Color Entertainment System. But when the cash ran out the project was put on hold and that's when Atari moved in.

The engineers at Atari worked overtime to make the Lynx design a reality. Many millions of dollars later, the Lynx was released to an eager gaming market around about 1989.

The Lynx was impressive, a 1.7MHz 6502 system with built-in hardware scrolling and zooming, excellent sound and more importantly an easy to program networking language called comLynx. The idea being that up to 8 systems could be networked together for multiplayer games. Not so shabby hey?

An interesting truth is that although there were some test version systems available in America in the early 1980's, they were very limited. Due to the fact that they were a test or beta, Atari offered the user a no fuss exchange if anything went wrong. When the first production line machine was released in 1989 everyone who had the test version were offered a free upgrade. Most gamers leaped at the offer with open arms, as the new one looked much better, and had a much longer battery life. There were the odd few that kept the originals, and good for them, because although they only paid \$250 for the unit way back then, they are today considered collectors items.

## Act 5 THE HANDHELD YEARS

**Timeline: 1986 - 1990**

**Will Granzier A.K.A AtariBaby talks of the successes and failures of the computer entertainment industry. Enter the next Handheld Consoles.**

worth well over \$1000. Might I say that they are Ultra Rare!

To short, the Lynx was really something to chear about, as it was the worlds first 16 bit games machine, and it was portable. Hang on, let me say that again...it was the



worlds first 16 bit handheld machine.

Although Nintendo were the first to cash in on the handheld game market with their very popular 'Game and Watch' LCD games and considering that the Gameboy was also released in 1989, they never tried to develop a handheld colour version due to the costs involved. There were some attempts to venture into the colour domain in 1984 when the widescreen Lumino 'Game and Watch' was released. It was 'colour' but you could only play it in a well-lit area to get the colours to really come through as it relied on a light sensitive reflective screen to bring the colours to life. If the smaller end of the video game scale interests you then keep reading, we'll be looking at the hand held gaming market in coming issues.

The Lynx never saw a major boom as it only sold 900 000 units world-wide and was officially discontinued by Atari in 1992. No

one knows why... but it could have had something to do with the fact that the Gameboy out sold it in the first year of its release, topping the 1 million-unit mark.

### Extinction

So what happened to the home computer market? It faded quickly! You see, with Atari and Commodore selling machines that were increasingly becoming more capable of outperforming the best IBM at the time, IBM had to react. No one ever acknowledges or denies this, but somewhere in the mid 80's IBM allowed external Asian companies to build and develop all the bits and pieces needed for their machines. Overnight stockpile of PC hardware and accessories came flooding in from all over. As time went by, more and more developers wanted their share. This meant more competition and a price war ensued, that is still on going in today's PC industry.

With Atari having bumped their heads before in the console industry by allowing every clown with programming skills to develop a game or hardware and sell it under their logo, they weren't willing to have repeated in their 'blossoming' computer industry. So they kept all hardware development in-house and Commodore did the same. Soon it was evident that the PC was quickly gaining ground and by the time Atari and Commodore woke up and smelled the sales sheets, it was too late.

No one was willing to go with the Amiga or ST anymore and PC was the name of the game!

When all else failed Atari sold all the rights of their ST development to Falcon/C Labs, who still today build the 'Atari' computers. The latest model is the Falcon TT and will set you back over \$7000. But what of Amiga? Well it's the same sad picture, however the Amiga was more successful in the DIP market and continued new developments and upgrades all the way up to 1995 when the entire Amiga stronghold was sold to German developer MSCORP. Amiga has become a strong force in the DIP and photo imaging market, and the latest machines are still available, even in SA.

Join me next month as we look at the resurrection of the console market and see how the worlds first video game maker ended up bankrupt! Until then, I am trying to locate an Atari Lynx in SA. If you have one let me know...will@atariinfo.co.za

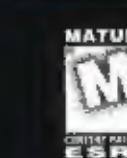
Until next month, keep on gaming.

AtariBaby



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# The Demo Scene

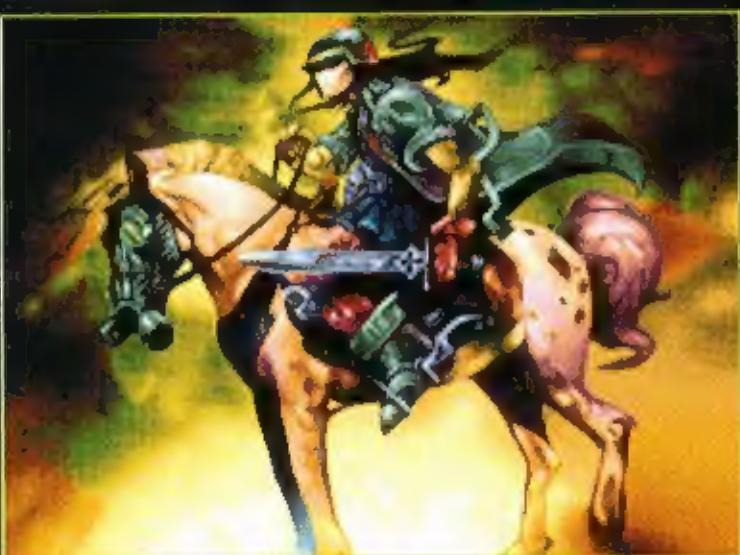
Code is what makes demos tick. Art is what makes them fun to watch. Music gets you into their mood. Design is how it all hangs together. The very best designed demos are, funny enough, the ones you want to watch again and again. It's easy to see why this is the case. The different parts flow smoothly from one to the next, the authors have taken care to polish the rough edges off and the demo fits together as a whole. One of the proverbs of the demo scene states that 'good code isn't good design and good design doesn't need good code.' There's a lot of truth hidden in that statement. Good code to a demo coder means it's fast and/or original. But it may not be part of a well-designed demo. You could write the fastest vector routines in the world and then waste your audience's time by spinning a whole lot of objects across the screen. This has been done far too many times and it reduces the impact of the effect. The corollary - good design doesn't need good code - is probably best demonstrated by the famous 'Bill Gates effect' in EMP's demo Verses which won Assembly 94. The code is simple - take a few vectors across a texture map and then adjust the points.

Practically everybody around in the coding scene kicked themselves for how easy it was. But the end result - Billg's face is warped into some very amusing poses - is one that stays in the memory a long time.

## CODING

### DEMO DESIGN AND THE ART OF MOTORBIKE MAINTENANCE

BY PAUL FURBER - THE MAN WITH CODE RUNNING THROUGH HIS VEINS - PART 7



Good design doesn't need good code. (Verses is an outstanding demo all round by the way, with good code as well as good design - but I was just making a point).

#### How to design your next winning demo

A good design is easy to admire - but not so easy to come up with from scratch. When a South African group assured the crowd they were about to witness Really Cool Design before their demo was played at a recent competition, I was expectant. But what was good design to them seemed to me to be more like a bunch of effects slapped together with a cheesy soundtrack. This prob-

lem has been around since demos really took off and is a result of the way demo groups learn their trade. Since the first column in this series, some readers have been experimenting with some of the tools and techniques I've outlined. After a few months, when you've mastered some handy tricks, the temptation is to string them all together, put it into a demo and release it. Don't - unless you want your demo to be one of the thousands of others consigned to the bit bucket (/dev/null on my system, the Recycle Bin on other less sophisticated Operating Systems).

#### Structure and transition

This method is based on hard experience. I've used it - not that that means much. The French group CNCD used it for their classic demo Inside - which means you should pay attention.

- 1. Write a script for your demo. In it say exactly what you want it to do and when, much like storyboards for movies.
- 2. Code (or convince your coder to write) an events-based loop which

hooks the timer chip and the music player. This sounds all technical but it isn't really. All you have to do is write an events checker which runs through your script and calls demo effects whenever a certain point in the music is reached. Once this is up and running - and only after that - should you then concentrate on writing the effects that slot into your script.

3. Modify your script in much the same way as a traditional scriptwriter would. Pay as much attention to transitions between effects as a film-scriptwriter would to the transitions between camera shots.

You may have a better way than this method. Great - use it. Better still, mail me and I'll talk about it in next month's column along with a more detailed description of how to improve your design.

Maverick



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How can you go wrong when you team up the creative genius behind the Alien movies, the tense 'something's watching me' feeling of the Predator movies and the macho muscle-tensing performances of military commandos in almost every action movie? - RedTide

**A**liens versus Predator is an unique upcoming first person shooter from Fox Interactive. It takes a few risks by heading in the dicey no-man's land of movie to game licenses and by trying to offer the game player the best of three distinctly different worlds. It also supports a brand new 3D graphics engine developed by Fox Interactive that looks slicker than the revolutionary Unreal polygon pusher. We received an early build version of the full game and judging from what's on offer so far, it looks set to slot in somewhere between Incredible and brilliant. In a blisteringly fast 3D environment you can choose to play the game as the Alien, Predator or Marine, each with its own unique set of weapons and abilities. It can loosely be described as a cross between Unreal's graphical wonderland and the Alien's alienarium.

Alien eats marine while digesting predator

The game is set somewhere between the second and third Alien movies at the edge of the known universe on a planet and in a military controlled corporate laboratory. The story is slightly different for each species but generally involves sabotage at the laboratory where humankind is experimenting with those poor aliens again. After the confusion, chaos ensues and the aliens escape, quickly overrunning the laboratory and turning scientists into living incubators. As the Predator you are released after the security system goes down, and your mission is to find the missing parts of your space ship and rescue your remaining crewmembers. As a marine, your objective is a search and retrieve mission ending with the destruction of

the research facility. Lastly the alien must do what it does best - survive after escaping or eat whatever gets in the way. It's a messy place where these three races meet, a terrifying bump in the dark involving the lightning fast Aliens, the predatory Predator and the quivering afraid-of-the-dark Marines - there can be only one survivor and it probably isn't going to be you.

#### Aliens

The game is simple - you must survive and if something gets in your way put those really mancured talons to the test. From the early release version playing as the Alien was an intense experience. Holding true to the movies, the Alien moves at an incredible rate and can outrun or catch anything with ease. In the version we received the Alien character was restricted to travelling along the ground but the final release promises that you'll be able to move along the walls and ceiling. As far as weapons go you can use your claws, tail and even spit at the enemy. Your inherent acid blood also does a good job of avenging your death. Should an attacker stray too near your fresh corpse it was amazing to see the speed of the graphics engine when playing as the Alien, they are fast and nothing is going to touch these bugs when the game is released.

#### Predator

The Predator is built for hunting and using that flatty shoulder cannon, thermal vision and cloaking device, not many of its prey ever escape its attentions. The Predator represents the perfect technology augmented killing machine and when the Alien is born to kill, the Predator is trained to kill. Playing the early release as the Predator is again a totally different experience to any of the other species. He uses energy plasma that can be depleted so while being able to cloak is useful it comes at a price. The thermal vision sensor is extremely effective when trying to find hidden human opponents but worthless when scanning for the cold-blooded aliens and the opposite is true, so when you're up against marines and aliens in the same level you must decide who represents the biggest threat. The Predator also has

## Aliens vs Predator (cont)



### The Birth of a Species

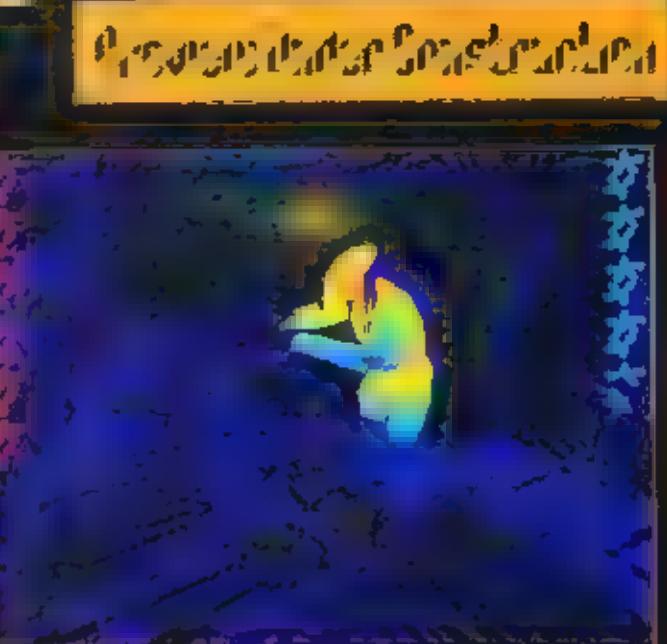
Ever wondered where those fantastic alien creatures from the movies originated? Well point your browser to <http://www.hrgiger.com> for a look at the artwork of the legendary H.R. Giger. He is the man-god father of the Aliens and a number of other odd creations. His style is distinctive technique that blends the biological world with the mechanical world into terrifying yet fascinating works of concept art. His talent is unequalled and recognised around the world. Strangey enough he also has a fine line of designer furniture to his credit.

access to a grappling hook that counters the wall scaling abilities of the Alien.

#### Marines

The good guy marine in this game must protect humankind from both these alien creatures. Returning after a training mission, you discover the disaster at the laboratory. It's up to you to survive long enough to retrieve data tapes on the alien research and destroy the base. The Marine has an impressive arsenal of weapons and useful gadgets to fight the alien species in the base. The favourite motion sensor has been faithfully reproduced in the game and will track movement with its unnerving pinging tone. Among the weapons is a smart gun that automatically tracks the enemy, so all you have to do is pull the trigger.

The game is set somewhere between the second and third Alien movies at the edge of the known universe on a planet and in a military controlled corporate laboratory. The story is slightly different for each species but generally involves sabotage at the laboratory where humankind is experimenting with those poor aliens again. After the confusion, chaos ensues and the aliens escape, quickly overrunning the laboratory and turning scientists into living incubators. As the Predator you are released after the security system goes down, and your mission is to find the missing parts of your space ship and rescue your remaining crewmembers. As a marine, your objective is a search and retrieve mission ending with the destruction of



So this is what you find at the end of the rainbow.

other weapon worth mentioning is the flame-thrower - for the first time ever it's been done correctly and looks realistic. The Marine also has a jetpack, which allows him to fly around the maps and this then counters the Alien's climbing ability and the Predator's grappling hook. Playing as the Marine is a terrifying experience and you are always aware that at any second you could be sliced diced and served up as a trophy for the Predator or dinner for the Alien.



#### Three into one will rule

The maps are a hoot on the dark and gloomy side in the demo which is good for atmosphere, but terrible for everything else. It is hard to see anything clearly but then using the different visual abilities of each species negates this. One important aspect is the multiplayer side of things. So far the game makes for a great one-on-one deathmatch and the final release should see teams of players teaming up against a hive of aliens played by other humans. Already the game has capitalised one very important quality and that is atmosphere. The sound the Predator makes when changing vision modes is faithfully recreated from the movie, the clicking and hissing of the Aliens will have you looking over your shoulder and the weapon fire and roar of the Marines will instantly remind you of the Alien movies. It impresses you the more you play and what really does astound you is that the developers have managed to capture all these small details in the game. It's going to make one hell of a big mark on the first person shooter market when it's finally released and should put an end to all the negativity surrounding movie-to-game licenses.

Predator





strangely enough, the game is largely unknown in the gaming community and very few people have even heard of this Final Fantasy look-alike. Silver is set in a fantasy world where an evil sorcerer has reigned supreme over the world for the last 999 years. Using his mystical arts and with his malevolent son at his side, he controls the population with an iron fist and rules by invoking fear and fear in his subjects. That sorcerer is Silver. He now seeks a wife and has taken all the women of childbearing age from the populace - be they married or not. You play the part of David who is rather onset, as one of the women takes is Jennifer, your love. Aided by your grandfather your quest is to rescue your wife as well as the other daughters and wives. The world will only be safe when Silver and his son, Fuce, are destroyed for good. This is your goal and so shall it be!

The game has a kind of Final Fantasy ring to it - the only thing missing is Mel Gibson's head. All jokes aside though, Silver has a very detailed story behind with interesting characters and elaborate settings. The game has been in development for the last 3 years by Infogrames and I must say that I am surprised to see such a quality title come out of them considering that it's an in-house production.

Silver uses a standard isometric view to portray the detailed environment you find yourself in and some of the locations are absolutely

Last year many people raved about Final Fantasy VII for the PC, personally I thought it was a good game but nowhere near to what it could have been. SquareSoft neglected the conversion process from the PlayStation and never used the PC's abilities to their fullest potential. Now, out of nowhere comes the Silver Beta and literally knocks me off my feet, showing what Final Fantasy VII should have been but wasn't.

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Character designs and animations are very similar to Final Fantasy 7

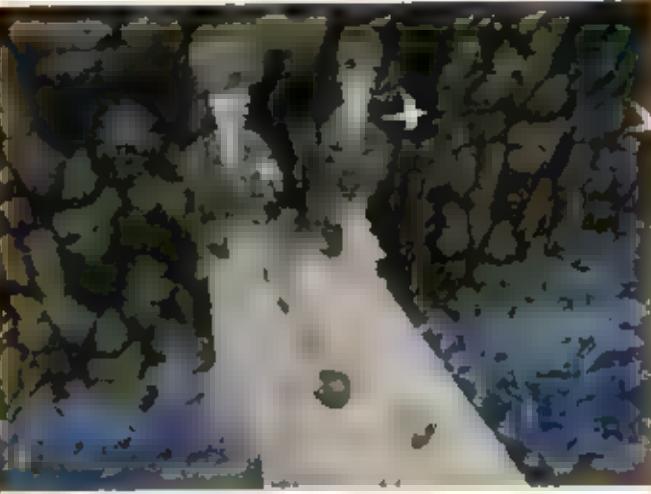
## Silver (cont)



Silver offers some of the highest quality graphics yet seen on the PC



Unique camera angles and perspectives give Silver life and depth



shaded 3D models which are rendered real time on top of exquisitely detailed and colourful backdrops. The obvious advantage of shaded models as opposed to textured models is speed and space. Unfortunately this comes at the cost of detail. The shaded characters give Infogrames more space for content on the CD, while maintaining characters that are detailed enough for an enjoyable experience. Accompanying the characters is a plethora of different animations, which convey their feelings and emotions. Everything from frustration to anger is covered and these play a big role in identifying the mood

The Current Characters of Silver					
David	Fuce	GrandDad	Jennifer	The Duke	Silver
The main character. Silver's evil son. The apple doesn't fall far from the tree if his family and he is every bit as true and merciless as his father.	Silver's evil son. The apple doesn't fall far from the tree if his family and he is every bit as true and merciless as his father.	David's grandfather and protector of sorts. He has looked after David since the death of his father and trained him well to become a master swordsman.	David's wife and the love of his life. Jennifer is Silver's malevolent son kidnaps her.	The leader of the barons and fathers who are still alive and have been taken.	Killed his wife when she turned on someone else for attention. Now he rules the world with his dark sorcery.
Jennifer					

of your character. This is important due to the fact that the world is viewed from an isometric perspective and you cannot see any facial expressions.

Unlike Final Fantasy VII, Silver will deliver character speech instead of the familiar text-based system. This makes the characters more alive and progression through the game that much faster. The only problem that I have with this is that some of the characters' speech acting seems to be without feeling and makes some of the scenes unconvincing. This might still change by the time Silver is released, but I doubt it since the game is scheduled to ship within the next couple of months. According to Infogrames the game consists of 23 000 spoken words, which amounts to plenty of encounters and a well-developed plot and story.

One unique feature to look forward to is the real-time combat system implemented in Silver. Characters cast spells and attack using a directional thrust mechanism with your mouse. Your character David, for instance can do a lunge with his sword just by holding down the CTRL key and moving the mouse forward. The system does take some time to get used to but once mastered makes for a much more exciting encounter. You have to think and plan your strategy as you battle and one wrong move can mean disaster. Silver also features a full two hours of music to set the environment and get your blood pumping in battle sequences with gothic drumbeats.

Looking ahead Silver promises to be an excellent game with its rich story, elaborate world and interesting characters. Any Final Fantasy fan should enjoy the game and I for one am looking forward to the final release. When Silver finally ships I will be able to play through the game without the odd bug popping up and screwing everything up, but I guess that's why they call it a beta.



The first person game has faced little competition lately and other than real-time strategy games, only mechanised vehicle warfare has made any lingering impression. Starsiege, formerly known as Earthsiege 3: Future Wars is on its way and we give it a long hard look.

#### Product

**S**tarsiege is a 3D combat simulation where the player climbs into a huge robotic exoskeleton, tank or flying vehicle and does battle with other players or computer controlled opponents. The number of craft promised for the final release is staggering and should weigh in at around 45 different vehicles with access to about 52 weapons. Other equipment you can bolt onto your craft includes toys such as cloaking devices and shields. Everything is customisable and players that are a little more creative can even paint their robots with their own designs and watch them come to life in the game.

#### Reviving Pheasants

The Starsiege universe and the story behind the game is a richly detailed affair with revelling colonists, evil emperors and a vast solar system spanning war. The intricate plot will be played out using the actual game engine, a style that is becoming popular probably due to the exorbitant costs of producing cut-scene movies. Of the 40 plus missions many will be fought in different locations around our solar system, so expect to find yourself on Mars, Pluto and even Titan. Each unique location will behave realistically and the effects of gravity will sometimes play an important role during battles with the unorthodox rules of physics affecting everything from the distance mis-

# STARSIERGE



to how fast you can move across the landscape. The 3D engine taking care

of what you see on the screen is already looking good with a number of interesting innovations including flawless transitions from inside to outside, real-time shadows, sun, fog and snow. This all plays out across seven different kinds of terrain making it something worth buying a 3D-accelerator card for. The animation and detail of each vehicle is astounding and it's even possible to target specific parts of craft so often you can disable an enemy craft's weapons by just pumping lead and energy into the same spot. Controlling your vehicle is easy and the old control system, which was criticised for being too confusing and labour

intensive, is now out the window. The new control concept applies the idea of constant motion in one direction with your mouse controlling where your weapons are pointing. This revised interface makes it

much easier to see where you're going while trying to eliminate the bad guys.

The final game will have a mission editor included that should guarantee the continuity of the game and a much-extended life on the Internet. Being able to create totally new missions and scenarios should make for some interesting multiplayer situations. The editor will allow players to alter every aspect of the game from placing a building to importing new textures and changing the gravity for that particular mission. From what we've seen already Starsiege is a good example of how to make a potentially complicated game easy and fun to play. The game is due for release later this year and should provide a worthy challenge for veterans and an easy introduction for people looking to get into this whole style of game.



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## Rollcage

Web: [www.rollecage.com](http://www.rollecage.com)



Described as a futuristic combat arcade racing game Rollcage focuses exclusively on speed with little concern for the consequences. The broad idea, as with any racing game, is to speed around each of the eleven single player tracks as fast as possible while trying to beat the competition. It all sounds fairly standard and boring but just imagine not having to worry about damaging your car, pit stops or being limited to driving just on the track. To achieve this end Psygnosis have created indestructible vehicles that can drive upside down, ride along walls and also stick to ceilings. You need to be careful though because if you hammer away enough at the buildings and roadside features

you've got yourself one hell of a ride.

The early release version we looked at was really impressive and for once actually featured most of the unique selling points hinted by the developers. Psygnosis, for the final release, the action will be spread across four different environments including some alien world racing and you will have access to six different cars. With some excellent space music accompanying the action you can get am blower than moving at half the speed of sound, upside down in a collapsing tunnel four centimetres off the ground. When Rollcage is released we'll give you a full review and sort out the warthogs from the eagles.



## Futuristic Action Racer

Psygnosis

Publisher: Psygnosis

Supplier: Star Kinexor Int.  
Tel: (011) 445-7900

International Web Site  
[www.psynosis.com](http://www.psynosis.com)

they might just come tumbling down in front of you or your opponents. Freedom of lateral movement, where the track allows, is also a welcome addition. Now add all this up with death defying leaps, weapon pickups and booster patches on the road and you



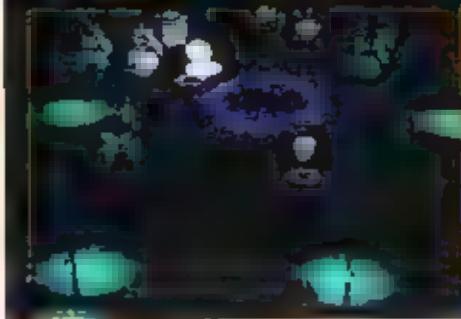
Surprisingly, it's hard to find any decent arcade games these days where the screen scrolls down and you have to dodge, bomb and fire your way to the top of a never ending landscape of aliens, tanks and giant spaceships.

## RETRO FORCE

The second PlayStation game that we had early release code for this month is Retro Force, a new game from Psygnosis that looks like it might just drag back from the grave the classic style arcade shooter. You can play the game as any one of four different characters each with their own weapons and spacecraft. From the black depths of space another evil alien race lead by a big nasty alien Kyall has taken over our blue planet. The future of Earth is at stake again and naturally it's up to you to save the day.

It's a good solid blasting session from beginning to end and the only time the action lets up is when your skills fail you and you

ship turns into a fireball. Not only must you worry about flying aliens, but ground based units must also be bombed from above, which is reminiscent of that old classic arcade game Asteroids. One interesting point worth mentioning is that Retro Force is promising to support up to four players on the screen at the same time battling across the 15 levels on offer. Each spaceship will have 6 permanent weapons that can be powered up by a factor of 20. From what we've seen already there is plenty on offer to keep you busy for ages, the only question that remains is will it be enough to justify buying it?



## REVIEWS UNDER FIRE

**30% - 0%**

Any game scoring at this level is dead and isn't even worth a bargain bin status. Again, I implore Geiger to draw the line and these games just keep getting worse, although titles starting in the single digits might as well be in rough. If I got 20% it'd be doing something right at all.

**40% - 40%**

Sure point games all night long. Terrible they may be but a few determine factor score them down straight into the next ranks. Sometimes words you'll never sell in Rands what they scored.

**50% - 50%**

Middle of the road - game scoring between average and bad. Games like these usually end up in the business stock room. Turn yourself on again but business grandpa's

**60% - 60%**

Game solo games usually are average, this marks an exception of a few. Games lacking features these types of games from getting anything better. Fantastic graphics or laps of content will prompt love these titles.

**70% - 70%**

Not mentors here, there's usually a good reason for buying a game fall in this range. Good games are still out there, but not many of them. It's interesting. Technically, it's just not good enough to inspire.

**80% - 80%**

Any game you find this status deserves consideration. A good life is easy to find if it's stuck that long. Not that separate's it from classic status. A game is even not bad, but it's time very close to being where you'll find more.

**100% - 90%**

The ultimate achievement for a game is to get over the magnum opus award. It represents an automatic hit. If you enjoy the type of game on offer. Also a good place to shop if you're tired of one kind of game and would like to broaden your horizons.

**E for Effort...**

There has been a lot of controversy recently surrounding the manner in which online gaming sites and gaming magazines rate games. Some say it's better to limit the score to a one to five system while others say it's better be more specific with a percentage out of a hundred. The argument surrounding the one to five system on one hand is that it's too simplistic but on the other it does give a clear and concise score with little room for error. The reviewer must commit to a definite score. The argument with the percentage system is how does anyone determine a score out of a hundred? Do we use atomic scales, microscopes and a hundred-point checklist or what? On the plus side, it gives the game enough leeway to make a few mistakes and not pay dearly for them. Now it's important to remember that these minor debates are industry related and it seems that the people who actually read the reviews don't really care how a game is rated, just so long as they know what the bottom line is.

**How we see things**  
Strictly speaking, an average game should receive an average score of 50%. If a game proves to be an irritation to play with disgusting graphics and lousy sound it'll start moving down the scale line until

dipping into the single figures. To put you in the picture - to get 20% the game should install and work, with functional graphics, audible sound and a working control interface at the very least. We're lucky in this country due to the fact that most games released in South Africa are normally of a better grade and quality because we don't distribute absolutely everything that is released overseas - and trust me you aren't missing anything. Not many games are just average and developers are always bending over backwards to try and be innovative with each new title released. So any game bringing something new to the table will start at around 60%, provided it works. With most people, this is perfectly acceptable but ultimately results in high marks awarded to average games ending in the scenario where games start receiving scores like 10 out of 10. For a game to get this kind of mark it must be perfect and we've never played a perfect game - ever. This is obviously ridiculous and poses the question of where to next - 12 out of 10? You will start noticing a gradual reduction of scaling in NAG until we are happy that games are getting what they deserve. If you have any comments on this topic please feel free to air your views in our backchat section - you've got the address.

While the Zerg and Protoss have been plotting to wipe the human race out, our very own Ed has been catching up on his strategy techniques. After much deliberation and half a dozen losses, he finally conceded to the inevitable, the coveted NAG Editors Choice.

**See PG 40**

**STAR CRAFT EXPANSION SET**

The Awards Ceremony

	<b>StarCraft Expansion Set</b>	<b>PG 40</b>
	<b>Blood 2</b>	<b>PG 30</b>
	<b>Falcon 4</b>	<b>PG 42</b>
	<b>Toca 2</b>	<b>PG 58</b>
	<b>PowerSlide</b>	<b>PG 35</b>
	<b>Action Soccer 3</b>	<b>PG 62</b>

**He's Suave!**

**He's Debonair!**

**He's DEAD!**

**He's**

**Manny Calavera**

**star of**

**Grim Fandango**

**the**

**adventure**

**game**

**of**

**the**

**dead**

**is**

**now**

**available**

**on CD-ROM**

**for Windows 95/98**

**PC**

**Windows**

**95/98**

**CD-ROM**





Within the South African borders we have very little chance of ever sitting behind the wheel of the monster powerhouse Viper GT, and with just pause. At first attempt to control this demon on the computer at the lowest of levels, I would have ended up redesigning certain Johannesburg road-signs if I were driving the real thing. After many hours of sweat and tears, I can confidently say I have tamed the Viper and can move on to reality. Who would have guessed that the salesperson at the House of Sports Cars wouldn't trust me with it, even with my Sierra Sports Drivers Licence? - Storm

# VIPER Racing

Over the years racing fans have had to put up with average releases geared around hyping the cars features in the game more than how the game actually plays. Reliving on the games will tell behind a high powered sports car, fuelled the sales of these average products in the early years. Now as the modern gamer matures and his tastes diversify, developers have had to



Acceleration sign on the front of the box will scare off the gamer without the accelerator but it should actually cause him to rush out and buy one. This is one of the best-looking Racing Sims we have ever seen and that includes competing with Need for Speed 3's great looks.

Sierra Sports have taken the awesome looks and performance of the Viper and have marketed it extremely well in their efforts to sell more games. As fans of racing cars, the Viper does not feature on our top ten, but its impressions are moving in the right direction. But it's not the Viper that sells the product we can assure you, it's the pure depth and playability that gives us the reason for awarding Viper Racing a world class score. Viper Racing has everything a racing fan wants, from the beginner to the



Authentic internal views create a more realistic experience.

## Racing Simulation

### Min Required Recommended

Min Required	Recommended
Pentium 133+ 16 MB RAM 4 MB VGA 3D Accelerator 55 Mb Hard Drive Space Win 95/98 DirectX 6.0	Pentium II 233+ 32 MB RAM 4 MB VGA 3D Accelerator 55 Mb Hard Drive Space Win 95/98 DirectX 6.0

Developer: MGI

Publisher: Sierra Sports

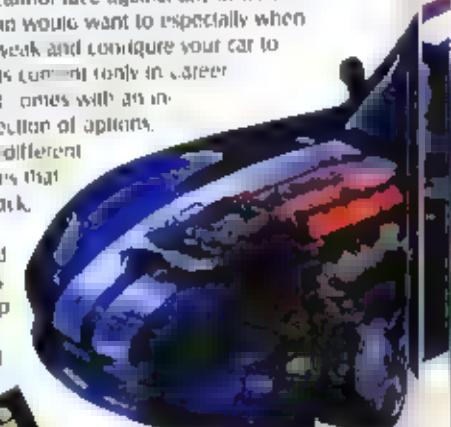
Supplier: Datatec Crew

Tel: (011) 233-1111

RRP: R 299.00

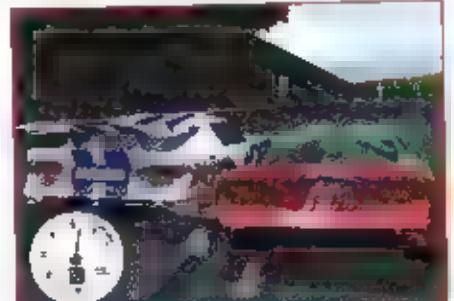
International Web Site  
[www.sierrasports.com](http://www.sierrasports.com)

expert and beyond. The only down side to the product is that there are only Vipers and that's that you cannot race against any other vehicle but who would want to especially when you can tweak and configure your car to your hearts content only in career mode. VR comes with an in-depth selection of options from ten different race modes that include Park, Clock, Ghost and the cherry on the top Career Mode. All of



these have varying levels of difficulties that range from three different difficulty settings of arcade, intermediate and simulation. If you want a game that helps you actually compete then VR is on the right track. It helps with the normal selection of Auto Gears, Auto Clutch, ABS Braking, Traction-control and even YAW Control. Obviously in compete at the top level with all these helpers unchecked you could probably take on

Fully detailed Racing Sim that is aimed towards the fun and serious gamer. Gorgeous graphics and detailed gameplay are the key determinants behind Viper Racing's success. Add an element of strategy to the game and you have a racing game with a difference. One that makes you plan your next session.



# Viper Racing

(cont)



The all new charismatic Viper standard with redesigned bodywork

Michael Schumacher on his favourite circuit and win. We found VR extremely helpful with the first initial stages of playing and this guaranteed that the boredom factor would be unseen. But what is so great about a game that is just another Racing

Sim? Well it is the Career mode option that takes VR to the next level. Starting from the bottom of the four racing classes, you must perform your way around a selection of the eight available circuits and compete for the hard-earned money that will bring better vehicle parts and upgrades. With a garage that consists of upgrades in the engine, drive train, chassis, body, wheel and paint departments, each with varying numbers of options and prices, it is great fun to strategize where to spend your money on upgrades. Prize money is difficult to come by especially in the early



stages of the season because of the difficulty in coming into the big money. The main objective of the Career Mode is to work your way up the leaderboard by tuning your car into a fine oiled machine and eventually sitting on the podium as the winner and moving onto the next racing class. By the time you reach the GT class you will have become accustomed to the twists and squeaks of your Viper and should be extremely adept at racing around the well designed tracks. All this adds depth and character to the game's playability and overall continuity which ultimately breaks down to true value for money. Viper Racing certainly impressed us all



OVERALL RATING

90



# REVIEWS UNDER FIRE



Roberta Williams has puzzled, mystified and entertained millions with her best-selling King's Quest series of adventure games. Her latest offering, Mask of Eternity, which brings the total number of titles in the series to eight, turns over a new leaf in RAVEN

Most of us are well familiar with the King's Quest adventure series, so my first look at Mask of Eternity surprised me somewhat - instead of the same monotonous point-and-click interface I had by now come to expect, I was greeted by a fully interactive 3D world. Sierra Studios have broken away from their traditional approach, and provided us with an advanced 3D engine that allows the player to choose either a third-person perspective (Tomb Raider) or a first-person view (Quake or Half-Life). This relatively new approach results in a far more absorbing experience, and one truly takes the pants off Connor, the hero of this particular chapter.

## Chasing up the girls

The game begins on a pleasant enough day, with Connor chalking to Sarah, whom we can only presume to be his intended. An unusual wind blows, there are some fireworks and a terrible curse is laid upon the entire village. Everyone, of course, except for young Connor... As you follow the clues, you soon enough learn the nature of what has happened, and what is expected of you - Connor's quest is revealed. As is normal in the case of quest games, various clues must be discovered, along with essential equipment to help Connor in his task and tribulations. Magical potions of healing, armour, strength, invisibility and the like abound, and it is entirely up to the player to decide when these are to be used. During the course of his travels, Connor will also pick up bigger weapons and better armour. Both melee and ranged weapons are available, and occasionally the opportunity arises to purchase the equipment of your choice, so your choice of weapons is not dictated entirely by the plot of the game.

This game is an absolute gem visually. The graphics are crisp and clear, with good 3D rendering that moves at a respectable pace. The engine's capabilities are shown off with the many sights and wonders to be found in the seven realms and the varied

and rather unimposing. The musical soundtrack, on the other hand is out of this world, and creates some of the eeriest ambience that I have ever experienced in a computer game. Let me just say that playing the swamp region alone, at night, with the music turned on requires only the bravest of souls. The interface is more than adequate for an adventure game. However, the combat side of things does tend to get difficult at times, as the interface provided with Mask of Eternity is rather clumsy in real-time situations. Some handy shortcuts have been provided, which come in handy in the midst of heated combat, where healing is urgently required, or perhaps a shield potion. For true adventure gamers, I highly recommend the 'easy combat difficulty' setting, as otherwise the plausibility of the controls in combat may hinder the enjoyment of the story and ultimately affect the playability.

## How many items?

The story is valid enough, with enough subplots for a rich opening experience. At times, one gets the feeling of playing something resembling a role-playing game, though your overall course is dictated by the story. The nature of the quest could be described as a bit cliché, but let's not forget that this is an adventure game after all. The puzzles range from trivial to downright difficult, and some

# KING'S QUEST MASK OF ETERNITY



## 3D Adventure

Min Required	Recommended
Pentium 100 mHz 32 MB RAM 8X CDROM 100% Direct Comp. VGA 400 MB Hard Drive Space Win 95/98 (DirectX 6)	Pentium 2.00 / 200-300 mHz RAM 16 MB RAM 8X CDROM 3D Accelerator recommended 400 MB Hard Drive Space Win 95/98 (DirectX 6)
<b>Sierra Studios</b>	
Tel: (011) 233-4444 R 299.00	
<a href="http://www.sierra.com">www.sierra.com</a>	

lateral thinking is required to complete the quest. However, the puzzles are still set, and once you've played it once there's it, I find it unlikely that many will replay it although I have come across one individual who had played it three times, looking for the perfect score. The scoring system is very much like Mask of Eternity's predecessors, in that your final score is given out of the maximum possible 'perfect' score, only the numbers involved are much larger. Overall, I found this game highly entertaining at the time. In fact, 'highly addictive' is a more accurate description. The story is strong enough although can be accused of being a little cliché. The puzzles, for the most part, are very stimulating but just remember to save often as it'll all end in tears.

scene perfectly. Even playing in software mode, I found the scenery very picturesque and, at times, spectacular. 3D acceleration is supported by means of DirectX 6.0. The accelerated modes obviously also offer higher resolutions, and the various rendering options may be turned on or off, in order to allow performance tweaking.

Sound quality is of very high quality. It offers nothing particularly new. All conversations are, of course, delivered in digital audio, but some of the weapon sounds are slightly 'off'



# REVIEWS UNDER FIRE



Grab your monkey wrench and radiator and prepare for battle, this is gonna be an extremely bumpy ride. Forget the seatbelt, brake pedal and one way signs, they aren't needed where you going. Powerslide is gonna bang, crunch, flip and hurt you until you give in or win, (we at NAG personally prefer the winning) but it's a lot harder than you think. If it's a gladiator of the track you want to be, then Powerslide will test your pain threshold to the limit.

Storm

Having taken Racing Sim's pretty seriously over the last few weeks it was with great delight that Powerslide made its way onto my computer screen. Let's get this out straight from the onset of this review: this is gonna hurt, don't expect友好的 calls and friendly handshakes with this race, it's every man for himself.

Based in the year 2020, after an environmental holocaust devastated the population and created havoc amongst the survivors, the rich fled to the underground and the poor local population had to endure the harshship of the surface (what's new?). As RATBAG put synth 98% of the population living there is a lot of cars around just waiting to get driven into the ground. So just for sport the finals started Powersliding and of course the rich corporations banned it. If you want a short description of what Powerslide is then extreme off-road racing that is dangerous, illegal and kicks butt would just about explain it.

Graphically stunning, it is a norm amongst accelerated games now days and Powerslide does not disappoint, actually it accentuates the graphics by adding a true 3D environment that can be explored throughout. All the vehicles that range from the Sabre to the Dic are physically perfect with 4-wheel independent suspension and superb attention to graphical detail.

Ultimately what really makes Powerslide a success is the amazing track designs that will blow you away from the Dam Track to the Mineshatter you will be tested with over some jumps and different racing surfaces that are made up of ten materials (sand, mud, dirt, asphalt, grass, snow, ice, slime, rock and cement) each with varying traction and grip attributes.

Powerslide prides itself on its true grit close racing and advanced AI with the sentiments true in every sense of the word. The battle starts from the beginning

and only cunning and guts will prevail for the eventual winner. As the intense racing gets underway you will notice the lack of vehicle damage but is this a blessing in disguise from NAG's

cars seem to glide over the surfaces, which makes the realism factor a touch suspect - a slight problem that is overcome by the sheer enjoyment and challenge of playing Powerslide. Another oversight is the lack of an opening intro.

# POWERSLIDE



85%

point of view it would have been a little more realistic and overall a real

and even tougher racing conditions considering it's an off-road racer already trying to dodge and slip vehicles is normally the least of your problems with wild jumps and obstacles in your way.

Trying to overcome the single-player game is a feat on its own with four levels of difficulty that will test the seasoned veteran to the limit. If you are a multiplayer fan such as NAG, try the 12-player option should prove well considering that the tests we ran were seamless and without fault, not to mention incredible fun. Consider the Fox & Hound option for extra-added fun and some cool weapons that are not available without cheats in the single player mode.

If you are fortunate enough to have a force feedback device or a wheel then you will benefit from good solid support for the game. As with most games there is always something that does not quite work as well as planned and that is the control. The



## Arcade Racer

Min Required	Recommended
Pentium 113 mHz 16 MB RAM 4X CDROM 100% Direct Comp. VGA 20 MB Hard Drive Space Win 95/98 (DirectX 6)	Pentium II 233 mHz 16 MB RAM 8X CDROM 100% Direct Comp. VGA 20 MB Hard Drive Space Win 95/98 (DirectX 6)

### RATBAG

### GT Interactive

Min Required	Recommended
Pentium II 233 mHz 16 MB RAM 8X CDROM 100% Direct Comp. VGA 20 MB Hard Drive Space Win 95/98 (DirectX 6)	Pentium II 233 mHz 16 MB RAM 8X CDROM 100% Direct Comp. VGA 20 MB Hard Drive Space Win 95/98 (DirectX 6)

### International VideoSoft

### Datatec Crew

### R 299.00

### Tel: (011) 233-4444

### www.gtgames.com

OVERALL RATING

85%

OVERALL RATING

91%

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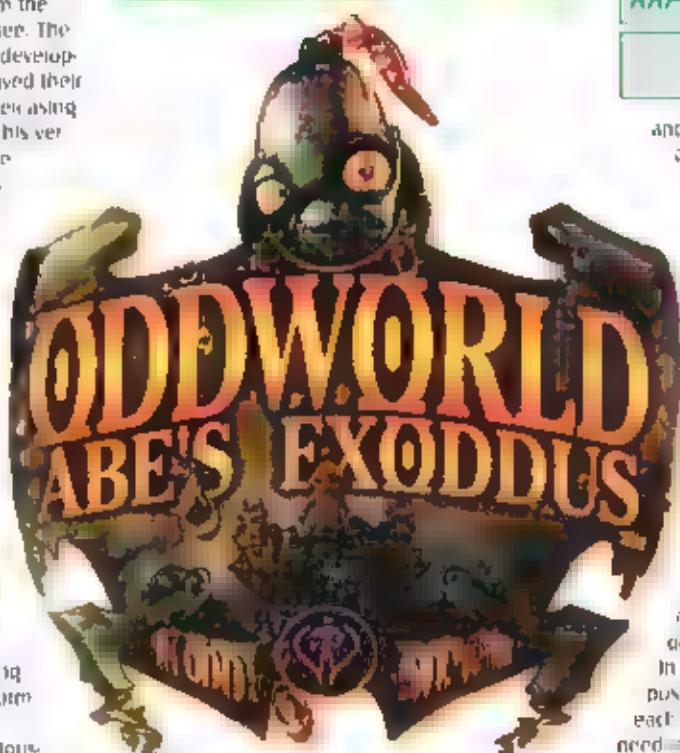
91



Unfortunately some developers just can't take a hint and keep on developing these out-dated and incredibly addictive games. I can understand that console gamers have little choice, but us PC players... well only when I'm slumming. There's definitely something fun about getting the little fellow to jump and hop about the screen trying to avoid being chopped in half or diced up like carrots, especially a character like Abe who looks like an X files experiment that went wrong and who fails at any opportunity. The game might not be as ground breaking as Prince of Persia or as high-tech as Flashback, but the game is... well... entertaining and addictive. There I said it, just don't quote me.

Abe's Exodus is a follow on from the exceptionally successful Abe's Oddysse. The first version was so popular that the developers, Oddworld Inhabitants, have delayed their next project, Oddworld Quintology, releasing this second part as a bonus game. This version is very similar to the original Abe but it does add a couple of surprises. The game begins with Abe being congratulated for the sterling job he performed while rescuing nine-nine of his fellow Mudokons from the Rupture Farms, a meat-processing plant that was turning Mudokons into tasty snacks. Mudokons are pathetic green-skinned bug-eyed wimps that argue amongst each other and seem particularly useless at looking after themselves. During the ceremony, Abe trips and falls on his head - something he seems to do rather often - and has a vision of three ghosts who tell him a terrible story. Rupture Farms was not the only slaughterhouse and the evil Glukoks are in the process of making a super-addictive beer, called Soulstorm brew, out of the bones of dead Mudokons. Once Abe regains consciousness, he tells the other Mudokons about his dream and that he is about to embark on another adventure to destroy the Soulstorm Brewery which is located in Necrum. He

**It is sad but true; the age of the platform game is all but gone. Today gamers seek brighter and better games filled with such wondrous things as virtual reality, stereo sound and BFGs. No more will we have to guide little green men past hazardous traps, over flaming pits while fending off man-eating plants with our trusty laser pistol.**



ancient city of the dead. A bunch of his compatriots volunteer to help, but you get the feeling, after two or three hours of whining



Team SAB



The Abe fart that went wrong.

## Platform

### Min Required      Recommended

Min Required	Recommended
Pentium 166 - 16 MB RAM 4X CDROM 2 MB SVGA Card 100% Comp Soundblaster Win 95/98 (DirectX 6)	Pentium 200+ - 32 MB RAM 4X CDROM 2 MB SVGA Card 100% Comp Soundblaster Win 95/98 (DirectX 6)

Developer: Oddworld Inhabitants

Publisher: GT Interactive

Supplier: Datatec Crew

Tel: (011) 233-1111  
R 299.00

International Web Site  
[www.oddworld.com](http://www.oddworld.com)

and complaining about the lack of lunch and their sore feet, that the volunteers are going to be trouble. True enough, shortly after you arrive at the city of the dead you are spotted as a living Slig and although you manage to escape, your fellow adventurers are captured.

The first part of the game is spent trying to free your friends. This involves jumping over chasms, hiding in shadows and generally avoiding being shot by gun-crazy Sligs. These fellows are particularly stupid and have no respect for anyone's life, including their own - a character in a platform game Abe is pretty smart. He can run, roll, jump, throw stones, and of course fart, a feature the developers seem particularly proud of. In addition to this, he can also talk and possess the minds of other creatures. On each level there are teleports which you need to activate so that the captured Mudokons may escape. Once you have located a prisoner you will need to guide him to freedom by greeting him and then asking him

to follow you. Once you have the Mudokons following you will need to lead them towards a teleport. Often this entails opening gates, raising or lowering platforms, all the usual stuff you'd find in a platform game. It's not as easy as sounds, however, as sometimes the Mudokons will be guarded and you will need to hide in shadows until the Slig passes by before you can make a move. There are also times when the captured Mudokons will not listen to you because they have been infected by laughing gas or they are cross with you. In each case you will need to pacify them either by slapping them across their face to bring them to their senses if they're stoned or sympathising with them if they are unhappy. While this does add a level of complexity to the game, it's hardly rocket science and it becomes a little tedious at times especially when a tipping Mudokon decides to run towards a gun-toting Slig which usually results in you both getting blown away.

## Oddworld Abe's Exodus (cont)

of the most enjoyable parts of the game such as controlling an enemy and ordering other enemies to allow themselves up. The potential for sadistic game play in Abe's Exodus is seemingly endless. Unfortunately these special abilities are not noticed throughout the game and while you always stones in some of the early levels they're not always available. Similarly your possess skill is sometimes replaced by the ability to turn invisible. It's as though the developers ran out of keys to control the game, another hangover from the console game platform. Just as in the previous game you must save as many of your fellow Mudokons as possible in your journeys so as to get the better of the game's two possible endings. The cut scenes are good and at times are integrated seamlessly with the normal game screen. Controlling Abe is via the keyboard or gamepad. In the early levels at whenever a new skill is introduced there are neon screens distributed throughout the game, much like electronic advertising billboards, which will instruct you on how to use a new skill or what to watch for.

On later levels you will gain some special skills such as being able to possess other creatures in the game. When this happens you will be able to control them and use some of their special skills. Learning how the different entities use their abilities is one

of the most enjoyable parts of the game such as controlling an enemy and ordering other enemies to allow themselves up. The potential for sadistic game play in Abe's Exodus is seemingly endless. Unfortunately these special abilities are not noticed throughout the game and while you always stones in some of the early levels they're not always available. Similarly your possess skill is sometimes replaced by the ability to turn invisible. It's as though the developers ran out of keys to control the game, another hangover from the console game platform. Just as in the previous game you must save as many of your fellow Mudokons as possible in your journeys so as to get the better of the game's two possible endings. The cut scenes are good and at times are integrated seamlessly with the normal game screen. Controlling Abe is via the keyboard or gamepad. In the early levels at whenever a new skill is introduced there are neon screens distributed throughout the game, much like electronic advertising billboards, which will instruct you on how to use a new skill or what to watch for.

In a world of 3D graphics



I am about as stumped as Abe is about this caption

cards and high-powered systems found the graphics a little dull and dated. Animation is good however but colours and resolution and level of detail could be better. That said the monsters in this game are really cool, they remind me of a bunch of Mafia mobsters with attitude. In summary the gameplay in Exodus is virtually unchanged from Oddysee which, if you enjoyed the first version could be a good thing. However after having played for a good couple of hours and having no real idea of how far I was I think this one can go back on the shelf for a couple of months when it might become fun to indulge in some senseless mayhem again.



WANTED



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**CYBER STORM  
COMPUTERS**

# REVIEW UNDER FIRE



There comes a time in everybody's life when they wish to be thrust behind the wheel of a six hundred horsepower rally car and given free reign to throw the beast around. These aspirations are quite simply too far-fetched and untoouchable considering the money and talent that is needed. Well, if there is ever a time to let the imagination run wild then playing Codemasters' Colin McRae Rally will certainly bridge that gap. - Storm

**A**fter taking Colin McRae Rally for a spin for the PlayStation in our NAG August '98 issue and coming up with some pretty respectable figures, there was little doubt that we would find just cause to give the PC version similar treatment.

The change in processing power is definitely an added advantage to the ability of the development team.

Codemasters' Graphically this is a spectacle to behold and with the challenges that creating a

Colin McRae Rally certainly gives you the incentive to upgrade the use of 3D acceleration does add that extra bit to the graphical look and feel but even in software mode we were impressed by the graphical content.

The most stand out feature of CMR is the incredible control that it gives you



## COLIN McRAE RALLY

### RALLY

rallying game brings up. Codemasters have left no stone unturned in bringing all the eye candy features that you would expect. Simulating car trim features such as mud splashing, sand spraying and rain falling, all come easy from the original TOCA Touring Car graphics engine being used. Frame rates are abnormally high depending on machine speed even on the recommended system requirements. This bodes well for the bulk of the South African gamer who is sitting on the border line between entry level and recommended and if you are not the



only be described as one of the best display of programming with its general sheen of willing thrusts. On Power slides, handbrake turns, full hard braking and speed reactions are all at your fingertips. Whether you are utilising a gamepad, keyboard, joystick or our personal favourite force feedback steering wheel, you will have ultimate control over the destiny of the car. His breathes life into what makes rallying fun the adrenaline rush, living on the edge of your seat in this case.

CMR is a wonderful show case for this under-taught sport and gives the hard action gameplay with both hands. It squeezes every ounce of fun out of it. With the support of the world's premier rallying champion Colin McRae and his trusty sidekick (co-driver) Nicky Grist you are pitted against an array of



top drivers and on the three difficulty levels you are challenged beyond limits. With the aid of Nicky you are able to plan your strategy, selecting and speeds into the danger zones as he calls out car and events, could not many of the course sometimes leaving more than the bare minimum of skill than seemed necessary.

### Rally Racing Sim:

Min Required	Recommended
Pentium 200+ 16 Mb RAM 6 X CDROM 640x480 SVGA Card 350 Mb Hard Drive Space Win 95/98 (DirectX 6)	Pentium 200+ 32 Mb RAM 6 X CDROM 4 Mb VGA Card 550 Mb Hard Drive Space Win 95/98 (DirectX 6)

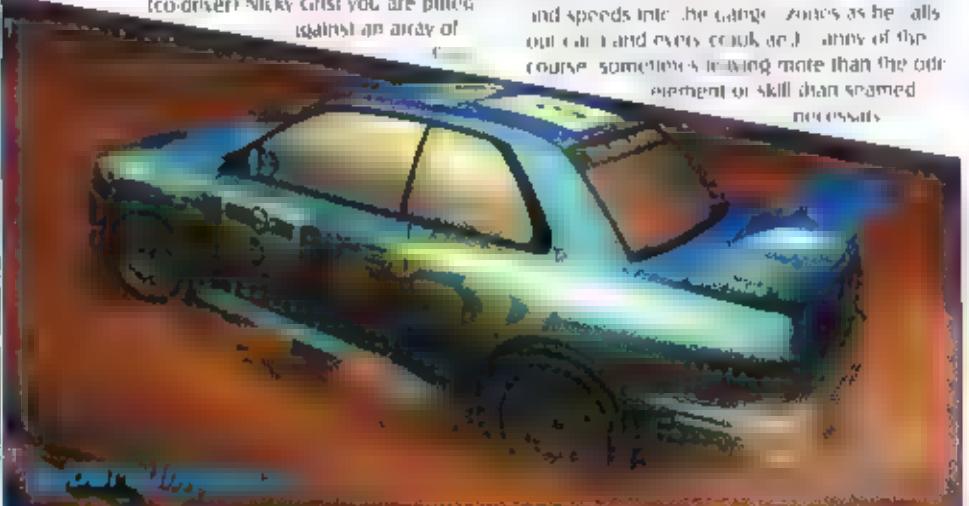
Developer Codemasters

Publisher Codemasters

Supplier Multimedia Warehouse  
Tel: (011) 315-1000

RRP: R 299.00

International Web Site  
[www.codemasters.com](http://www.codemasters.com)



## Colin McRae Rally

(cont)



High speed racing that has you glued to your screen throughout the varying rally stages across the world

The game cables off the words rally racing, each stage modelled to perfection. The cars handle and react differently, leaving scope for trying out different advantages and disadvantages of the cars.

Who can doubt the Subaru Impreza will turn admirably as you sit behind one of the most powerful rally cars

Codemasters have added other elements to the gameplay of CMR that reflect closely with the off-road world. Once stages are completed you are presented with pop-up shop or races that may test your vehicle in need of serious handling and performance problems that attended to you have only 60 minutes of repair time for all the major components of your vehicle and normally after a hard and fast session you are left with more than 60 minutes

every bout. CMR also features a 12 international stages across 8 countries, each having tons of obstacles, weather conditions, tracksides, surfaces and even the odd surprise at you. It's one of the few racing games we have played that has got us saying sweet earth our how do the intense concentration needed to keep up with the strong times of the original CMR. All these challenging and impressive designed stages

As I sit back and consider what I have written about Colin McRae Rally, I notice no criticism of the product and quite frankly it is hard to fathom. It may not have always been the strongest game, but it has always found the pop-up syndrome that plagues racing games to be slightly irritating and CMR suffers from the same disease. It is obviously a difficult glitch to overcome but we have extremely high standards as gamers for our hand-coded Rands. Another small oversight is the lack of a South African stage, after all we have some of the best rallying spots in the world, but then as South Africans we are used to being neglected. After that little bit of wading, it is with the overwhelming conclusion that I recommend Colin McRae Rally to all those who love computer games with top quality game-play.

## Review Under Fire



d repairs. This adds to the gameplay by forcing you to look after your car without losing time to the shop menus.

If you are not into racing in the computer you might be testing your human instincts on a friend or friends, as the strong points behind CMR. Multiplayer is as exhilarating as any game of Quake we have played and has to be tried to believe that racing games can compete on this level.

As I sit back and consider what I have written about Colin McRae Rally, I notice no criticism of the product and quite frankly it is hard to fathom. It may not have always been the strongest game, but it has always found the pop-up syndrome that plagues racing games to be slightly irritating and CMR suffers from the same disease. It is obviously a difficult glitch to overcome but we have extremely high standards as gamers for our hand-coded Rands. Another small oversight is the lack of a South African stage, after all we have some of the best rallying spots in the world, but then as South Africans we are used to being neglected. After that little bit of wading, it is with the overwhelming conclusion that I recommend Colin McRae Rally to all those who love computer games with top quality game-play.

Storm

**OVERALL RATING**

93

TOCA GLS Played  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)

89

Toured Worldwide  
Single Player  
Multi Player

93

TOCA GLS Played  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)

NA

TOCA GLS Played  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)

86

TOCA GLS Played  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)

93

TOCA GLS Played  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)

[www.codemasters.com](http://www.codemasters.com)

**TOCA GLS Played**

- Single Player
- Multi Player
- IPWSPA (2-8 Players)
- Medium (2 Players)
- Serial (2 Players)

**IPWSPA (2-8 Players)**

- Single Player
- Multi Player
- TOCA GLS Played
- Medium (2 Players)
- Serial (2 Players)

**Medium (2 Players)**

- Single Player
- Multi Player
- IPWSPA (2-8 Players)
- TOCA GLS Played
- Serial (2 Players)

90

Overall Rating  
Single Player  
Multi Player  
IPWSPA (2-8 Players)  
Medium (2 Players)  
Serial (2 Players)





Ize doesn't matter... Yeah Right! Falcon has the most authentic flight model, complex avionics, extensive communications and immersing game play of any sim ever released. I would need a 600-page magazine to tell you about Falcon 4 in detail. Fortunately Microprose did this in their 600-page paper manual. The manual is almost encyclopedic in its nature and is undoubtedly the best manual I have ever seen. The first eight chapters deal with training missions. You will have to read the appropriate chapters in the manual in order to complete the 32 training missions and in this way you are introduced to all the facets of the Falcon. The rest of the manual deals with everything else contained in this sim and believe me there is a lot! For

**When Falcon 3.0 was released in the early nineties it was widely acclaimed as the greatest combat flight simulator ever. Since then many others have come and gone and some have even surpassed this lofty benchmark. When Microprose announced that it was working on Falcon 4.0, the flight sim community held its collective breath, and held it... and held it. Falcon 4.0 took approximately five years to complete and became the most anticipated flight sim in history. It finally hit the shelves in January 1998. Does it live up to expectations? Is it the greatest thing since peanut butter? Well to tell you the truth - I couldn't really find out! Read on and see why...**

## Combat Flight Sim

**Min Required Recommended**

Pentium 100 ~	PII 200 ~
16 MB RAM	32 MB RAM
14.8 MB ROM	8.8 MB ROM
2 MB SVGA Video Card	3D Accelerator ~
175 Mb Hard Drive Space	400 Mb Hard Drive Space
Win 95/98 DirectX 6	Win 95/98 DirectX 6

**Developer:** Microprose

**Publisher:** Microprose

**Supplier:** EA Africa  
Tel: (011) 803-4212

**RRP:** R 329.00

**International Web Site:**  
[www.falcon4.com](http://www.falcon4.com)  
**Demo On CoverCD**  
44.4 MG

# FALCON 4.0

ble and therefore doesn't serve much purpose. Oh well at least they tried.

### Everything but the kitchen-sink!

Microprose have really taken the kitchen-sink approach with this simulation. It has everything virtual combat pilots have been begging for and more. It has an Instant Action mode in which you can choose air-to-air mode or



air-to-ground mode. There is an ACM mode in which you can watch recordings of your missions from beginning to end and it is in this mode that you'll get to see the kills you've made and where that ADF missile came from that toasted you. The ACM recorder is very robust and you can watch from any angle, zoom in and out and many other options. The sim also contains a Tactical Reference section which is the encyclopaedia of the sim. In this section you can read about and see photos and 3D representations of all the planes, vehicles, ships, missiles etc to be found in the sim. A very welcome feature is the ability to listen to and learn the distinctive tones of different blips, as they would sound on your Radar Warning Receiver in your cockpit. Then there is the Logbook where you choose your pilot, his photo and squadron insignia. It is here that a record is kept of your kills, deaths and most importantly your ranks and medals. The communications sec

those who do not plan to become virtual F-16 pilots there is the Caddy's guide which caters for the less hardcore flight sim enthusiasts out there. The reason for this is that Falcon is scalable from almost arcade-mode to awe some expert mode. In reality Falcon 4 is for hardcore simmers that seek absolute realism and detail in avionics, flight model and environment. The box also contains a map of Korea. This is quite appropriate considering the game is set in Korea. However this is where the first of many problems arises. The writing on the map is so small as to be illegible.

moving missions AKA, air-to-ground missions. It also has a Dogfight mode that is similar to Instant Action except that it is more structured, involves teamwork

(cont.)

tion is your multiplayer-set. Falcon 4.0 boasts that it will enable players to join up and fly co-operative missions in real-time continuous campaigns or in missions created in the Tactical Engagement Mission Creator or in the Dogfight mode. However due to the problems encountered in the sim, which I will explain in a moment, I was unable to fly multiplayer.

Tactical Engagement is the heart and soul of the sim. In it you will find the comprehensive training missions and also the very important mission creator. The mission creator enables you to create a mission, post it on the Net download and fly other user-created single missions. You can even create mini-campaigns, which are campaigns consisting of a number of linked missions created in the mission creator. It is brilliant and has lots of options, but it does contain numerous bugs and it is clear that Microprose still has some patching to do before it is 100%. Even as it is you can create millions of missions or if you're like me (i.e. the lazy type) you can just download missions from the Net. However you will have to get used to downloading missions and mini-campaigns of creating your own if you really want to enjoy this sim because the Campaign is broken!

### The Campaign is Broken

Unfortunately it is true. The campaign in Falcon 4.0 is unlike any other. It is real-time. It is dynamic. It is never the same. It waits for no one. It has a full ground war as well as an air war. Every little soldier, tank, plane and ship is modelled and is on the move. It is the most realistic and immersing feeling of being in a real shooting war that has ever graced the PC. It is a thing of genius. So what's wrong with it? Well unless you have at least a Pentium II 450 and 128 MB RAM you aren't going to get to see it in its full glory. The problem is that the full campaign uses so many CPU cycles to run the campaign and all the units etc that there is very little left to run the graphics engine. It becomes a virtual slide-show on lower end machines. It is



Mirror reflections are some of the many eye candy features of this superb sim.



Do you consider this enough ammo for a quick pass over Iraq?



Internal cockpit views are incredibly detailed.

clear that Microprose has a lot of work to do optimising the code in the campaign engine. As it is that is not bad enough because the campaign mode also has a memory leak that makes things even slower as time progresses. If Microprose eventually gets things sorted out in the campaign it promises to be the closest you'll ever get to a real war without volunteering for the LSAT but until then it is virtually unplayable. Thus the importance of the TC missions. The missions created in tactical engagement do not suffer the same frame rate problems and neither do the TC-created mini-campaigns. So with the TC not all is lost for this sim. It turns out to be this sim's saving grace - that is other than its superb graphics and avionics modelling!

### Stand in line for the Korea Sightseeing Tour

Falcon 4.0 has the most photo-realistic graphics ever seen in a PC flight sim, bar none. You will have to experience these graphics to believe them. Even my girlfriend (who hates computer games) was raving about them and that says a lot! Microprose have modelled the entire Korean Peninsula and the terrain graphics are simply superb. Looking out your cockpit you'll see your reflection in the window. This feature is not just eye-candy but really helps with your situational awareness too. The actual graphics are excellent and all the objects in the sim are faithfully reproduced. Like many other recent sims you see missing parts such as landing gear, speed-brake, elevators etc. You can spot MiG-29s or Phantoms from their distinctive smoke tails in the distance, watch missiles flying about in the air and artillery shells arcing over the battlefield, as well as dust clouds from tanks that are on the move. Microprose has thought of every detail imaginable. Of course to see these graphical details in all their full glory you will need a mean machine of a PC.

### Welcome to my office

The 2D cockpit is the most faithfully recreated cockpit I have ever seen and every single button, dial or lever is fully clickable just like the real thing. This brings the in the vari-

# REVIEWS UNDER FIRE



A small, single-engine propeller aircraft, possibly a Cessna 172, is shown in flight from a low angle. The aircraft is dark-colored with light-colored stripes on the fuselage and tail. It has a high-wing configuration and a tricycle landing gear. The background is a solid blue gradient.

### **Flying into the danger zone**

ous views available. To sum up - there is every view available that anybody could possibly want - from external views to 3D views, cockpit views to the action view and numerous others such as tracking, satellite, enemy friendly informing, chase and flyby views. There are also numerous types of padlock views available. You can choose to add labels to objects that you see in order to help with ID. There is even the option of adding arrows to your views that indicate which way to look to return to full 3D views. There is of course the night-vision green view and, by request and black-out which generate a sort of increasing inner vision as you pull more G-forces. The changes in this sim are extremely well mod-



*Anybody seen my last packet?*

A screenshot of the Falcon 4.0 flight simulation software's main menu. The menu includes options like 'MISSIONS', 'CONFIGURATIONS', 'SYSTEMS', 'CONTROLS', 'PILOT', 'CAMERA', 'SCENARIOS', 'INSTRUMENTS', 'KEYBOARD', 'JOYSTICK', 'MUSIC', 'SCREENSAVER', 'ABOUT', and 'QUIT'. Below the menu, there are several mission and configuration cards. One card shows a green '92' rating with a 'H' icon. Another shows a green '90' rating with a 'H' icon. A third shows a green '90' rating with a 'H' icon. A fourth shows a green '86' rating with a 'H' icon. A fifth shows a green '90' rating with a 'H' icon. A sixth shows a green '60' rating with a 'H' icon. To the right, the word 'OVERALL RATING' is displayed above a green '85' rating with a 'H' icon.

MARCH 99

NEW AGE GAVAN

ISSUE 9

# WELCOME TO YOUR NEW RELIGION





**F**light option in Pro Pilot 99, but it doesn't really need it anyway.

**Comprehensive and complete, but only flying nuts need apply.**

Then, the cockpit gauges are modelled exactly as they appear and behave, something which Flight Unlimited (it's always like that) has never managed to do.

It's a shame that the flight simulation market is so saturated with flight simulators that it's hard to find anything new or interesting. Pro Pilot 99 is no exception, but it does make up for any impatience generated by learning the controls. Moreover, the controls

are very good, though take off might take a little longer. If you don't want your flight to end, you'll be happy to know that you can choose from two different models of Cessna, skyhawks or three seaters.

Flight Unlimited has simplified the control options by the way, just taking off involves a press start-up cycle, pre-flight checks, pre-takeoff

Dynamix have applied themselves to the more leisurely complexities of civilian flight. Pro Pilot 99 is easily the most comprehensive civilian flight simulator to date and as an ardent Flight Unlimited series fan this means I had to do some pride swallowing to admit it. Good as it is though Pro Pilot does come second to Flight Unlimited in some respects. Flight Simulator 98 fans could also try giving Pro Pilot 99 a spin to experience the actual sensation of flight on the PC. - Maverick

# PRO PILOT 99



## Civ. Flight Sim

### Min Required Recommended

Processor	Pentium 100MHz	120MHz
Memory	16MB	32MB
Video	16MB 3D Accelerated	32MB 3D Accelerated
Sound	PCI Sound Blaster	PCI Sound Blaster

Developer: Dynamix

Publisher: Sierra

Supplier: Datatec Crew  
Tel: (011) 233-1111  
R 299.00

International Web Site  
[www.sierra.com](http://www.sierra.com)



# Pro Pilot 99

[cont'd]



Look about the cabin, where the control surfaces

what. The only pain is having to put the second CD into the drive to access them.

The navigational aspects of Pro Pilot are modelled to very confusing detail. You have multiple NAVS, COMS, and GPS so you can

is highly recommended and with Intel's Pentium and fast and lots of RAM, Pro Pilot 99 is almost as good as Flight Unlimited 2 when in the air. I say almost because the amount of memory you have means some sort of speed

loss. Quality is decent, though textures are not detailed and cities are limited to famous landmarks only. That having been said, you could log hundreds of hours without even noticing the lack of detail.

Overall, Pro Pilot 99 is a solid and comfortable system for the graphics, according down the top menu but they don't make up for the fact that software mode chews. There's also some really rendering bugs. Clouds in the middle distance look like grey skyscrapers and textures look very blocky. What's more, after all, has already been done in Flight Unlimited 2, Pro Pilot 99 is still a ways off. Overall, Pro Pilot 99 is far more playable on the average PC.

Other than a few bugs, I highly recommend Pro Pilot 99 to someone really in love with civilian flight in all its forms. It really is procedurally detailed to perfection, but loses height somewhat in the graphics department. Overall, Pro Pilot 99 would be a combination of Pro Pilot 98 and Flight Unlimited 2 with a control option, but that will have to wait. Otherwise if you can afford and dream flying (and you have a nice PC), grab a copy.

## OVERALL RATING

88 90 80 NA 81 75

[www.sierra.com](http://www.sierra.com)

A complex, hard to master civilian flight simulator with every flying detail modelled down to the last micron. But unless you have a Pentium 2 333 and 128MB of RAM, you'll be disappointed with the software mode performance and rendering bugs.

88

90

80

NA

81

75

None

MS Flight Simulator (Flight Unlimited)

- Detailed Weather
- 3D Phone Functionality
- Movie Scenarios Option
- Customizable Controls
- Excellent Turnarounds
- Software Mode Smart

81



Foul smelling garbage dumps and washed out roads are just a few of the problems faced by local town councils here in South Africa, but this isn't a political platform so well and the discussion right here. More to the point though, if given the resources and authority do you think you could do better or better job?

The successful foundation that all 'Sim' games rest on is the fact that people love playing god wherever they can. These games have always had high appeal simply because they put you, the player in the ultimate role. The idea behind Sim City 3000 is simple enough - you are given a piece of ground and some cash with which you must create a well-balanced and profitable urban environment. Your creation will grow from a simple town with surrounding farms right up to a continental hub with airports and skyscrapers. On the most basic level you can start your city by using the landscape generator to modify water features, topography and even the amount of

#### Enter the common sense zone

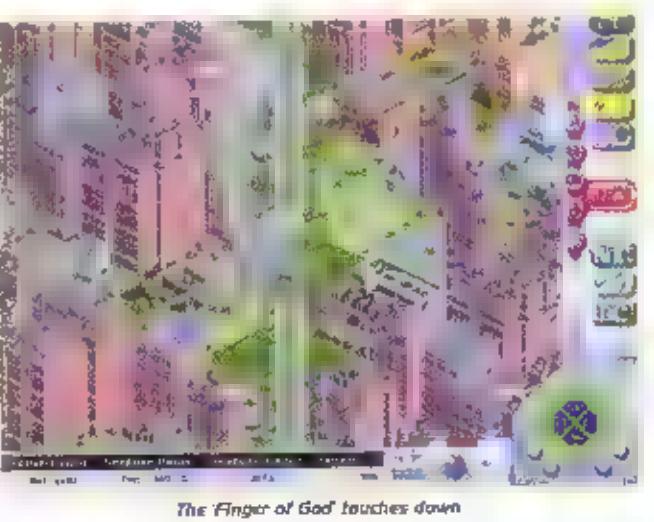
Your two best friends when building a city are common sense and planning. Everything in the game works around the same basic set of laws that govern real cities in the real world. This you might be thinking, far from it when put to practice. The game starts paused giving the player time to start designing the ultimate urban monster. A number of routes can be taken along the path to the perfect city but the same foundation must be laid each time you begin a new venture. In other words, a few things must be in place for your city to function correctly. Besides obvious things like power lines, roads and



trees generated before you position your first paving block. If this seems a little daunting there are easier options available that effectively makes the game flexible and accessible enough so as not to overwhelm first time mayors. The starter town option allows you to watch and grow an established young town, everything is already laid out and all you have to do is manage the subsequent growth phase. The real city terrain option lets you load existing city terrain allowing you to build your own New York or Moscow on the exact same kind of land. You can also load previously saved cities (your own) or one of the many examples available. The Metropolis saved city will give you a good idea of how complex this game can get - it's a sprawling densely populated nightmare that will test the mettle of even the most dynamic of mayors.

Getting water to your people you must also set-up zones. Zones come in three flavours - residential, industrial and commercial and like mention hints come in three strengths as well - light, medium and dense. From the zone menu you can also zone seaports and airports. You place the zones using your mouse and once you have large enough areas for people to live, work and play your town will start growing. Just don't forget to put those roads, power lines and water pipes in and please don't forget bus stops, police and fire stations. Subways are also there as well as trains, highways, the list is long and comprehensive!

You play this game from an isometric perspective that can be



The 'Finger of God' touches down

#### City Builder

##### Min Required Recommended

Pentium 100	32 MB RAM
16 MB RAM	8 MB RAM
4 MB Video Card	10 Accelerator
2 MB Hard Drive Space	10 MB Hard Drive Space
Win 95/98 Direct 3D	Win 95/98 Direct 3D

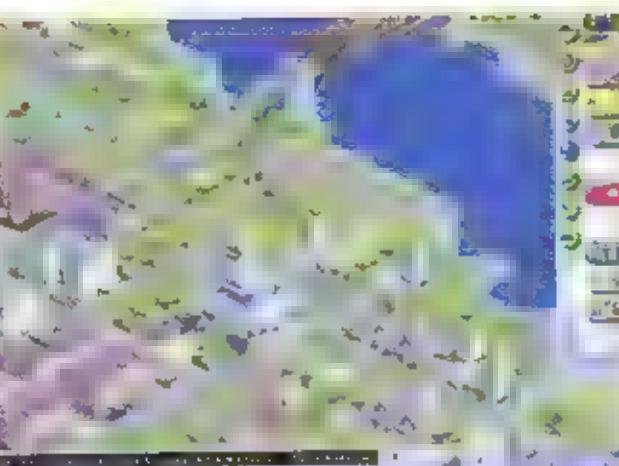
##### Maxis

##### Electronic Arts

EA Africa  
Tel: (011) 803-4212  
R 299.00

[www.simcity3000.com](http://www.simcity3000.com)

(cont)



There is almost no limit to the size of the city you can build



all moving-around randomly map as you plus you select a residential zone you will see people riding bicycles and playing in the streets whilst an industrial zone will have people working and driving around in trucks. The popular disasters have returned in this third game and now look much better than ever before. The tornado will literally tear debris around and rip up structures. Everything about this game is polished and the sum of its parts exceeds the whole product.

Playing Sim City 3000 is a full time job there are literally hundreds of micro manage-

ment tasks awaiting you in your new role as mayor. Taking out loans and approving ordinances becomes everyday tasks and it's all to keep your little city dwellers happy. Everything you do affects the game in a number of different ways. For example putting a coal power plant near your city results in unacceptable pollution levels, equally using nuclear power is risky anywhere as we all know how much fun

nuclear dust clouds and giant Chernobyl earth worms can be. The bottom line is to make sure everyone is doing to get into. Along the bottom of the screen is a news ticker that covers anything from miscellaneous stories to full blown disasters. Some of the news stories are real problems in your city and by clicking on them you can speak to one of your many advisors - let's say a news story reports that some people in the city are dying of thirst due to a lack of water. Following this link will take you to your utilities advisor who will point out the problem and suggest a few ways of sorting it out. A water shortage problem is relatively minor in the grand scheme of things but how well do you think you will cope when your transport



These are your Administrative Ads

infrastructure cannot supply the demand! It's easy to put up a water tower and lay a few pipes but redesigning and implementing a traffic problem solution requires a little more skill. You can see now how inadequate planning early in the game will result in financial problems later and once you start taking out loans to pay for silly mistakes your seal of power might be in jeopardy.

#### Too much pressure

This quick summation of Sim City 3000 really doesn't do it any justice, around an eighth of what is available has been covered and new features are discovered almost every time you play. There aren't any serious problems with it except for the blousy graphics on the closest level of zoom and being a touch slow on low-end machines. It's a niche game that will appeal to people who enjoyed the last two games or basically anyone who thinks they could do better than their own local town council. Just remember what you're buying here - it's the best city simulation game that exists for any platform.



Sim City 3000 is a masterpiece of gaming that will manage to have a high standard. It draws you in and motivates to let go until your creation is perfect. Reporting and detailed - there is no better city simulation.



None

Sim City 2000  
Sim Tower  
Sim Freeway

- High Level Of Detail
- Clean Interface
- Good Sound
- Plenty Of Nice Touches

OVERALL RATING

84



I think that there is a plot at the NAG headquarters to get me to play a real-time-strategy game and enjoy it. I'm not a RTS fan and I haven't really enjoyed one since WarCraft II and although Soul Assassin says it's because I don't think on my feet, it's rather that I enjoy pondering over my enemy's demise.



Wondering around marshes and swamps is all in a day's work for this maledict.

Well the Ed slipped this game into my hands a couple of weeks ago and asked me to review Rage of Mages, an RPG that is very popular overseas. I enjoy role-playing games having enjoyed the likes of Diablo and Fallout. Well, I started playing expecting a fairly standard fantasy RPG with plenty of character attributes and speciality skills to tweak and was not disappointed. The game starts off predictably enough. There's the character set up where you select who and what your heroine's going to be. Then a simple adventure, through a haunted forest, and then the arrival, some time later, at a town called Plaga. (sound positively colloquial).

Here you are able to see some of the treasure you picked up en route at the local trading store. There's also a pub where you can listen to gossip and pick up new adventures or hire mercenaries for a cost and a training hall for mages and fighters where you can improve their fighting skills. Your heroes gain experience, wear magical armour and use magical swords, just like any normal RPG. I started becoming suspicious on the third or fourth mission, when I was battling a horde of goblins. I had hired four archers and three foot soldiers and a female mage had joined my cause of self-enrichment, when I found that it was becoming increasingly difficult to control my



Rage of Mages is a RTS in the guise of an RPG. I'd been had and even enjoyed the experience. Talk about sneaky!

Rage of Mages has a lot of depth. It is extremely popular overseas because of its unusual mix of role playing and



## RAGE OF MAGES

### RPG / Strategy

Software Requirements: Windows 95/98  
Processor: Pentium 100+  
RAM: 6 MB RAM  
Video Card: 2 MB SVGA Video Card  
Disk Space: 180 Mb Hard Drive Space  
Win 95/98 DirectX 5.0

Developer: Byke Entertainment

Publisher: Monolith Production

Supplier: Redlion Interactive  
Tel: 082 564 3206

RRP: R 279.00

International Web Site  
[www.rageofmages.com](http://www.rageofmages.com)

strategy that is set in a very 3D world filled with Orcs and Trolls and plenty of magic. The other reason it's so popular is that it's the first time that a strategy game includes heroes that you can nurture, grow and develop over time, a feature that I found adds tremendously to the value of the game. Rage of Mages was previously known as 'Allods Sealed Mystery', a game that was developed in Russia and then westernised by

Monolith, a publisher of a couple of other RPG titles. One small gripe on its conversion is that while the game is great and the graphics truly impressive, the vocals really annoy. I found the really strong American accents that have replaced the original narration cold and impersonal. There is very little feeling and certainly no cultural association with a tank that says 'yeah' when ever you issue a command. Other than that small complaint, the game is well refreshing. Trolls, Ogres and Orcs all have a completely unique style, animation is good and the graphics are very impressive. The landscape has been beautifully crafted. The terrain offers 3D similar to games like Total Annihilation as well as dynamic lighting effects with superb levels of detail.

The story is original and works well. Rage of Mages tells the tale of a world that has been all but destroyed by a massive comet that brought destruction and death. Its force broke the world apart into fragments showering everything with astral rain. The Great Mages struggled to save the world and used their magic to hold the fragments together, forming separate islands or Allods. In order for this tenuous equilibrium to be maintained, each Great Mage must remain upon his island

characters in the heat of the battle. I hadn't read the manual yet. Rage of Mages is a typical top down adventure and you need to select a character with your mouse and then issue basic orders, such as 'attack', 'hit', 'goblin over there' without really thinking about it. I selected all my archers and grouped them using the same CTRL + number

that you would in WarCraft and did the same with my soldiers and two mages, then sent the group of foot soldiers to start hacking at a group of goblins, and kept the archers back to pepper the enemy with arrows from behind, while the mages lent moral and medical support from a safe distance. Then the penny dropped. I was using the same tactics as those used in WarCraft II

Rage of Mages is a RTS in the guise of an RPG. I'd been had and even enjoyed the experience. Talk about sneaky!

Rage of Mages has a lot of depth. It is extremely popular overseas because of its unusual mix of role playing and

## Rage of Mages

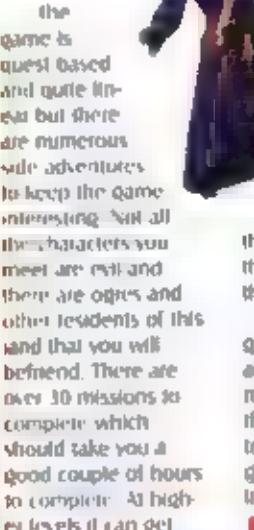
(cont)



The top down isometric view works to the advantage of the gameplay by bringing out the real-time strategy element

so that the world does not break apart. A mystery on the Allod Utter causes you to be sent to the Emperor of Kanua to fight against the forces of Kadugan and in your travels you become involved in the Allod's mysteries and iniquities. After you have selected your hero from the four available options, male or female fighter or mage, you can then adjust their character attributes or leave them as default. These include body, agility, mind and spirit. Next you will need to select your heroes

skill focus, for the mage there are five different spheres of magic, water, air and earth while the fighter can choose from blade, axe or shooting. As the story progresses, you will find four other characters that you will add to your party in addition to hiring mercenaries for various adventures. As your heroes increase in skill training them becomes more expensive as does purchasing weapons and magical items of more power.



The game is quest based and quite linear but there are numerous side adventures to keep the game interesting. Not all the characters you meet are evil and there are ogres and other residents of this land that you will befriend. There are over 30 missions to complete which should take you a good couple of hours to complete. At higher levels it can get



quite difficult especially when the other side has magic to match yours. I chose the mage as my character, which although quite weak in battle does allow me to sit back and guide the battle.

In addition to the great single player qualities, Rage of Mages has excellent multiplayer capabilities on a variety of interesting maps. There is a spawn facility although I'm not certain how many can play on a single CD. There is talk of a campaign editor being released and you should be able to download new multiplayer maps off the Rage of Mages web site soon. In the Russian version all maps have to be submitted for approval by the developer before they can be used which is one way to ensure that only high quality multiplayer maps enter the market.

To conclude, Rage of Mages is a really great game. This combination of role-playing alongside strategy and a strong story line makes for fun and rewarding playing. I hope that the local multiplayer community takes the trouble and sets up a local server so that this game can become a popular part of the online gaming culture.

### OVERALL RATING





To say that I am a Raymond E. Feist fan through and through would be an understatement. So far I have read every single novel he has written and I was with great expectations that I accepted to review this title which is based on his fantasy world of Midkemia. The Tear of the Gods, a holy artefact on its way to Krondor via an Ishopian ship is in peril as pirates board and scuttle the ship killing everyone. Fortunately the pirates are too busy gathering gold and gems that they fail to remove the artefact before the ship sinks.

**Now one of the well-developed characters and detailed worlds. One would expect a similar game. Does Return to Krondor meet with the high standards put forward in the novels? - DarkSiles**

Return to Krondor meets with the high standards put forward in the novels. Most powerful artefact known to man is at the bottom of the sea and a pirate crew has conspired with dark forces to retrieve the Tear of the Gods. You and your party are the only hope of restoring it to its rightful place. The Temple of the Gods. Return to Krondor is but a part of the story and according to Sierra here will be more games to continue the greater story, which seems to be the release of some great evil. Of course your job would be to stop this from happening.

In Return to Krondor you play the part of the infamous Jimmy the Hand, ex-thief who saved the prince's life when he was still just a young boy. Currently Squire to the Prince of Krondor and trying to make a name for himself, he sets off on yet another adventure. Along the way you meet up with other characters to aid you in your quest. The story progresses much the same as with any typical Feist novel. Each chapter in the game starts with an introduction and chapters jump to different parts of Midkemia as characters follow their own adventures and quests, which ultimately help solve the one problem - recovering the Tear of the Gods.

The game offers some innovative options such as the alchemy system with which your mages can mix their own concoctions or duplicate those you may buy in shops such as health potions or magic potions. The combat system is innovative as well, using a turn-based system with initiative where characters' attack order differs from battle to battle (very similar to the AD&D combat model). For each turn in combat a character has a certain number of attacks which can be

## Return to Krondor

**Return to Krondor, the sequel to Betrayal at Krondor finally graced our shelves over the festive season. I have been looking forward to this title for a while now due to the fact that it is based on fantasy author Raymond E. Feist's novels. He is known for his gripping stories, well-developed characters and detailed worlds. One would expect a similar game. Does**

**Return to Krondor meet with the high standards put forward in the novels? - DarkSiles**

made, and when you have mages who cannot wear armour in your party planning becomes essential, especially with the bigger monsters and enemies. Combat pretty much boils down to keeping your mages at the back while your fighters take all the punishment in the front.

The only area of RTK that falters is the graphics. Even though it is a good representa-

### Riftwar Saga

To find out more about the world of Midkemia and its characters, I suggest that you read the Riftwar Saga novels. The trilogy consists of 'The Magician', 'Silver Thorn' and 'Darkness at Sathron'. If you enjoyed Tolkien's Lord of the Rings you should feel right at home with..



I suppose you are all wondering why I called you here today?

### Role Playing Game

Min Required	Recommended
Pentium 100MHz 24 MB RAM 4X CD-ROM 2 MB VGA Video Card 100 MB Hard Drive Space Win 95/98 (DirectX 6)	Pentium 200MHz 32 MB RAM 8X CD-ROM 3D Accelerator (e.g. 3Dfx Voodoo) 320 MB Hard Drive Space Win 95/98 (DirectX 8)
<b>Developer:</b> Pyro Technix	
<b>Publisher:</b> Sierra Studios	
<b>Supplier:</b> Datatec Crew <b>RRP:</b> Tel: (011) 266-1111 R 299.00	
<b>International Web Site:</b> <a href="http://www.sierrastudios.com">www.sierrastudios.com</a>	

**Developer: Pyro Technix**

**Publisher: Sierra Studios**

**Supplier: Datatec Crew  
RRP: Tel: (011) 266-1111  
R 299.00**

**International Web Site:** [www.sierrastudios.com](http://www.sierrastudios.com)



Co-operation and organisation are not qualities you think about when fighting to the death in a multiplayer game. Tribes goes a long way to bringing a little teamwork to the 'me, myself and I' madness of a typical deathmatch.

RedTide

On another level, besides being a 'work together' sort of game, Tribes takes a brave step forward by not offering a single player game and is instead a multiplayer-only game. This fact isn't advertised very clearly on the box so remember, we old warn you. A multiplayer-only game is always going to be a gamble in this country with our poor bandwidth and lack of support for online gaming - but things are changing...



STARSIEGE

## TRIBES

### 1st Person Multiplayer

Min Required	Recommended
Pentium 200MHz 32 MB RAM 4X CD-ROM 2 MB VGA Video Card 100 MB Hard Drive Space Win 95/98 (DirectX 6)	Pentium 200MHz 32 MB RAM 8X CD-ROM 3D Accelerator (e.g. 3Dfx Voodoo) 320 MB Hard Drive Space Win 95/98 (DirectX 8)
<b>Developer:</b> Dynamix	
<b>Publisher:</b> Sierra Studios	
<b>Supplier:</b> Datatec Crew <b>RRP:</b> Tel: (011) 233-8111 R 299.00	
<b>International Web Site:</b> <a href="http://www.starsiege.com">www.starsiege.com</a>	

Dynamix

Sierra Studios

Datatec Crew  
Tel: (011) 233-8111  
R 299.00

[www.starsiege.com](http://www.starsiege.com)

the 'personal digital assistant' is the key to winning certain missions.

Basic Missions

These are rules governing the use of certain weapons, for example you must be wearing the heavy armor in order to use the powerful mortar weapon. If you do wear the heavy armor then you can't fly very high and your movement speed is reduced. Other



### Overall Rating

82	77	79	83	86	85
<a href="http://www.starsiege.com">www.starsiege.com</a>					

If you have an internet connection or access to a local area network then Tribes is without a doubt the best multi-player experience you'll ever have. It's recommended to take advantage of the net as the single player experience.

STARSIEGE  
PC GAME

Sierra Studios  
PC GAME

Datatec Crew  
PC GAME

82

### Overall Rating

82	77	79	83	86	85
<a href="http://www.starsiege.com">www.starsiege.com</a>					

# REVIEWS UNDER FIRE



Sometimes a game comes along that tries to be a little different. Test Drive 4x4 is one of those games - it's different because you get to race four wheel drive vehicles on courses in unusual locations instead of the usual super cars in exotic locations. - R.A.T.R.

## TEST DRIVE 4x4

Seeing that people can race dogs, horses, cats and even frogs it was inevitable that off-road racing would make an appearance some day. Test Drive 4x4 is all about off-road racing. The major differences that set a game like this apart from the numerous other racing games available are obvious only to the trained eye. Number one, your vehicle is big, ugly and slow but can navigate rugged terrain with ease. Number two, it seems that if you are going to race with an off-road jeep you don't require special effects, decent courses or

### - Off-Road Racer -

Min Required	Recommended
Pentium 160 mhz	Pentium 200 mhz
32 MB RAM	32 MB RAM
4 X CDROM	4 X CDROM
DirectX 2.0+ SVGA Card	3D Accelerator
20 Mb Hard Drive Space	100 Mb Hard Drive Space
Win 95/98 DirectX 6.0	Win 95/98 DirectX 6.0

Accolade

Accolade

EA Africa  
Tel: (011) 803-4212  
R 299.00

[www.accolade.com](http://www.accolade.com)

Criminals seem to be getting more and more advanced as time passes. Los Angeles is the setting this time around and it's all up to you, with the best the L.A.P.D. has to offer.

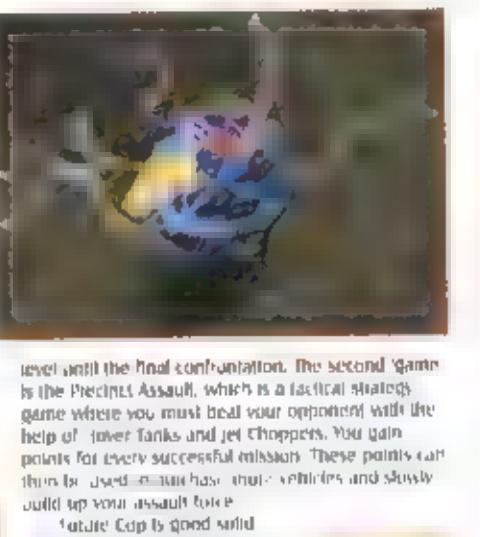
A few devastating car accidents, armed gangs have taken over the city of Los Angeles. The city is divided into zones and now it's all up to the police to take back the streets. Fortunately they've got something to back up their assault - the Jet Alpha. This futuristic vehicle can transform from a bipedal robot shell into a hover car. It packs some serious firepower and no doubt in taking town air bad guys. The good news is that you get to drive it!

The game can be viewed from a number of



different viewpoints angles, however all views except one is in 3D. You can drive in one of the city zones and they all involve walking or flying around and shooting enemies from emplacements, drug crazed zombies and buildings. There are also switches that must be activated in order to open doors and fire off weapons at you. It's not too difficult, though. One character that is effective in providing a realistic sense of being in the middle of an urban war.

Graphically Future Cop is superb with stunning special effects and huge explosions. All the maps are detailed and there is plenty to see from your third person view. In essence there are two games in one on offer here. In the Crime War game you must infiltrate the criminal's stronghold and achieve certain objectives progressing from level to



level until the final confrontation. The second game is the Precinct Assault, which is a tactical strategy game where you must beat your opponent with the help of hover tanks and jet choppers. You gain points for every successful mission. These points can then be used to purchase vehicles and slowly build up your assault force.

Future Cop is good solid arcade action that keeps players interested in the game with clever use of the police radio and a number of objectives per level. There are a variety of multiple player options and you can even play on a split screen as well as over a LAN or the Internet. It's a good game but doesn't offer anything new or innovative.

### - Arcade Shooter -

Min Required	Recommended
Pentium 160 mhz	Pentium 200 mhz
32 MB RAM	32 MB RAM
4 X CDROM	4 X CDROM
DirectX 2.0+ SVGA Card	3D Accelerator
20 Mb Hard Drive Space	100 Mb Hard Drive Space
Win 95/98 DirectX 6.0	Win 95/98 DirectX 6.0

Electronic Arts

Electronic Arts

EA Africa  
Tel: (011) 803-4212  
R 299.00

[www.ea.co.za](http://www.ea.co.za)



72  
R.A.T.R.

ISSUE 9

# REVIEWS UNDER FIRE



Who needs depth and originality? We've all been longing for some pure action for far too long now and Barrage has come to the rescue. - NAG

## BARRAGE

Looking very much like incoming, which deserved high scores in the graphics and playability departments, Barrage is a pure action game. As a futuristic fighter pilot descending and collecting weapons in the form of missiles, it is almost impossible to die in the conventional way. The game is built around the levels and the more you play the more you like them. The graphics are solid and the sound effects are great.

### 3D Shooter

Developer: **Mango Grits**

Publisher: **Activision**

Supplier: **Multimedia Warehouse**  
Tel: (011) 315-1000

RRP: R 299.00

[www.activision.com](http://www.activision.com)

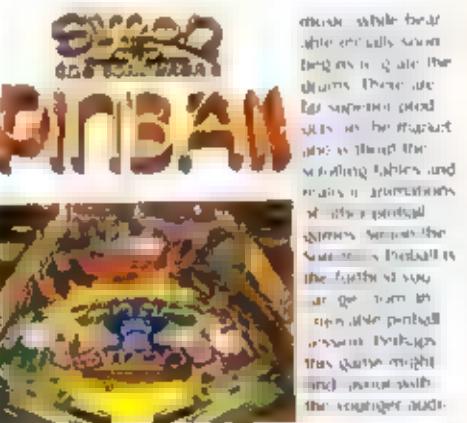
dant quantities. Which brings us to what's a card. Once Barrage is quite get and go. What's a game that offers simple challenge and demands quick reflexes. You



don't need it in excess tools on one game and it provides a good quick gaming fix. There are also numerous multiple player options so you don't need to play alone. Barrage is a 3D shooter entitle which will obviously attract a large amount of people that can play it. Overall a good solid game with plush visuals. Just don't expect much. - NAG

76

Jumping up and down while screaming at a shiny silver ball might be acceptable down at the local arcade but these antics aren't very helpful when sitting in front of your PC at home - it's just not the same thing. - NAG



Pinball

Developer: **AdventureSoft**

Publisher: **Gametronix**

Tel: (011) 886-1372  
R 269.00

[www.adventuresoft.com](http://www.adventuresoft.com)

Pinball

Developer: **AdventureSoft**

Publisher: **Gametronix**

Tel: (011) 886-1372  
R 269.00

[www.adventuresoft.com](http://www.adventuresoft.com)

Pinball

Developer: **AdventureSoft**

Publisher: **Gametronix**

Tel: (011) 886-1372  
R 269.00

[www.adventuresoft.com](http://www.adventuresoft.com)

Pinball

Developer: **AdventureSoft**

Publisher: **Gametronix**

Tel: (011) 886-1372  
R 269.00

[www.adventuresoft.com](http://www.adventuresoft.com)

Pinball

88

WWI Flight Simulation

Developer: **Dynamix**

Publisher: **Sierra Studios**

Tel: (011) 233-1111  
R 299.00

[www.redbaron3d.com](http://www.redbaron3d.com)

WWI Flight Simulation

Developer: **Dynamix**

Publisher: **Datatec Crew**

Tel: (011) 233-1111  
R 299.00

[www.redbaron3d.com](http://www.redbaron3d.com)

WWI Flight Simulation

ISSUE 9

NEW AGE GAMING

ISSUE 9

# REVIEWS UNDER FIRE



Slap the leather on and grip the handlebars tight because the competition just became hotter. Whether its scraping dirt or burning rubber, Motor Racer 2 offers you the best of both worlds and all this with very interesting results in this arcade styled motorbike racer.

With we encountered with Motor Racer 2 was a little uncertainty about the success of attempting to continue the trend of one different game within one package due to our surprise EA and Delphine Software have performed admirably in bringing the best of off-road and road based motorbike racing together. As usual with 3D arcade action features, the graphics are the



## Arcade Motorbike

### Min Required | Recommended

Min Required	Recommended
Pentium 166 MHz 16 MB RAM 4X CDROM 16-Bit SVGA Card 5 Mb Hard Drive Space Win 95/98 Direct3D	Pentium II 233 MHz 32 MB RAM 8X CDROM 3D Accelerator 20 Mb Hard Drive Space Win 95/98 Direct3D

### Delphine Software

### Electronic Arts

EA Africa  
Tel: (011) 803-1212  
R 299.00

[www.delphiness.com](http://www.delphiness.com)

stand out feature of MR2 with high frame rates and realistic landscapes, it serves as a gather with a stunning visual feast. However the common problem of pop-up graphics does happen quite often and can become quite annoying, especially



and high-speed machines that give a new meaning to a dynamic racing. MR2 comes with a track editor to design your own tracks, have fun or test yourself in friends mode, one of the only games to offer this as part of the package, and a pair of the sick, sick AI in doing it to the real human mind if the AI is as good as MR2 is the multi-player option of 4-player LAN and Internet split screen. There is nothing better than riding big air jumps and flying over heads of your buddies while gathering fuel in three positions.

For anyone anything like the special edition from EA, besides fast, exciting and fun racing, it will keep you interested in a reasonable amount of time. The lack of support for the Internet has been capitalized on by Motor Racer 2 which gives two bonus options in the package and with a track editor to boot, it's not a bad deal at all.

77

Storm

The human race would like to think of itself as the dominant species of earth but someone forgot that it's the cockroaches and not us that will still be around a million years from now.

RedTide

In a planet called Sphynx a galaxy not too far away hunting creatures like deer, bottling each other for survival's precious resource, Antina. Now mankind has arrived and with typical human fair and grace has decided to take the valuable Antina for itself. Your job, playing as these fascinating alien creatures is to stop this man alien invasion.

Something different is a good way to describe Dominant Species. It's a real-time strategy game with a slightly unusual approach to how the actions is



## Real Time 3D Strategy

### Min Required | Recommended

Min Required	Recommended
Pentium 200 MHz 16 MB RAM 4X CDROM 9X Depth 16-Bit SVGA Card 120 Mb Hard Drive Space Win 95/98 Direct3D	Pentium II 233 MHz 64 MB RAM 8X CDROM 3D Accelerator 150 Mb Hard Drive Space Win 95/98 Direct3D

### Redstorm Enter

### Take 2 Interactive

Multimedia Warehouse  
Tel: (011) 315-1000  
R 299.00

[www.redstorm.com](http://www.redstorm.com)

view of Sparta to Populous, the game world is a 3D environment that can be rotated, zoomed and scaled. You must do all the usual site building and rendering and after building as countless other games in the past, the big difference with Dominant Species is that you get to control over 25 different alien creatures. To read all innovation and work done in this imaginary alien race is astounding, never before have so many unique creatures been so well designed and animated. It's a little almost not George Lucas to share given a much bigger budget. The game is a pleasure to behold in every respect and all the creature

and have building is managed to an easy to understand interface.

Everything about this title is great with two serious exceptions:

control the camera that

shows what's going on

requires the most nimble of fingers - is annoying and quickly results in impatience with the whole thing. Weak artificial intelligence and pathfinding problems serve to further test your耐性. Units behave stupidly and entire squads can be lost because they keep doing their own thing all the time.

Domesticated

Species could have been

one of the best games all year

and, if given plenty of patience

might prove enjoyable, but it's hard to recommend a game that

takes so long to struggle with the controls as such. It would probably be better to let this one rest before committing your cash.

70

RedTide

# THE BIGGEST, BOLDEST COLLECTION OF THE WORLD'S BEST-SELLING PC GAME

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Enter the Universe of StarCraft and experience the future of strategic combat. It is a time of war. Three of the most powerful forces are locked in a collision course for galactic domination.

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### THE OFFICIAL STRATEGY GUIDES

### THE EXPANSION BROOD WARS

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Challenge players worldwide with PRIME's access to Blizzard's Battle.net gaming service. Up to eight players are supported for head-to-head action. Players also have the option to play in either co-op or team-play games.

### INTENSE INTERNET ACTION



StarCraft, Brood War and Battle.net are trademarks and licensed to a trademark or a registered trademark of Blizzard Entertainment, Inc. in the U.S. and/or other countries.

\* Free access to Battle.net requires access to the Internet. Player is responsible for all applicable Internet fees.

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CREW

[www.datatec.co.za](http://www.datatec.co.za)

NEW AGE GAMING

ISSUE 9

JHB (011) 233 1111 Cape Town (021) 418 4240 Durban (031) 579 1974 PE (041) 513 515



# REVIEWS UNDER FIRE



Puzzle games have been around for a long time. Tetris made them famous and now Devil Dice makes its mark with another valiant attempt.

RedTide

**D**escribing how the game works can best be described as tricky and, without reciting the entire rulebook, this summary will have to do (if you still don't get it, buy the game and read the manual). The character you control in the game rides on top of a single die which can be rolled around a grid of dice sized blocks. Sometimes you'll end up on the floor of the grid and must push blocks along the ground instead of rolling



Rolling a six... The basic game has one other variation and that is the puzzle game, where you must complete specific objectives within a certain number of moves or try again. You begin with a few dice and a limited number of steps, each push or roll will subtract a step from the total. The idea is to figure out how to best move and roll the dice.



all. With its quick-no-fuss interface along with speedy load times you'll keep trying until your brain gives up on you.

A big bonus is the inclusion of two unique multiplayer variants on the game theme. The first is a 'Battle' mode that sees two players, either a friend or a computer controlled character battling it out to make sides meet. Complete a sequence

and one of your empty score boxes is filled. If you win and you lose, it's as simple as that though and your opponent can actually steal your victories or take over a sinking set of matched dice. The other multiplayer game is called 'War' and allows up to five players to participate in the same game. Here, instead of filling blocks, each player has a certain allocation of life points and if you managed to sink a group of sides then all the other players in the game lose six life points each. This goes on until there is only one man standing.

## Puzzle Game

Developer: Sony Computer Ent.

Publisher: Sony Computer Ent.

Supplier: Star Kinokor Int. Tel: (011) 445-7900 R 399.00

International Web Site: [www.playstation-europe.com](http://www.playstation-europe.com)

## Shooting Craps

Devil Dice seems terribly complex on the surface but after playing a few rounds the initial confusion soon fades. It's a tough mentally taxing challenge and somehow uses the simple dice in a very different way. You almost wonder why it hasn't been done before. The multiplayer aspect is superb and while it won't keep you up all night long it provides a nice distraction from all the death and violence.

RedTide

them. All this rolling and pushing must eventually result in getting a specific number of dice with the same value on the top face all lined up next to each other or grouped with their sides touching. The number of lined up dice must all have the same value facing up. For example, if you decide on the number four, you will need to roll, push and line up at least four dice next to each other in a group or row. Each of these dice must have the number four displayed on the top surface. As the last one connects, they begin to sink into the grid and while they're sinking, more dice will appear until the entire grid fills or you successfully curb the appearing dice within the allotted time. Easy right?



# REVIEWS UNDER FIRE



Ever dreamed of visiting downtown San Francisco, the sight of many a movie car chase? It's the city with the amazing hills that has redesigned some very expensive car front-ends and tested stunt drivers to the limit. Now is your opportunity with San Francisco Rush - but is the game worth the investment?

Storm

In known for their racing developments. Midway's venture into the genre has to be considered a leap in faith. Better known for their Mortal Kombat franchise, it's quite surprising to see a game of this nature in their stable. Unfortunately San Francisco Rush doesn't stand up to the normal high standards of his developer.

Rating games are being released in their dozens for the PlayStation and it's difficult to compete with the high standards being set by the likes of Gran Turismo. But these standards are there for a reason to safeguard the game from below par products and



To give us reviewers guide lines to accurate score the PlayStation is one of those titles that just doesn't do anything particularly well. Still is no pleasure. The constant jumping and hitting of graphics is nowhere near acceptable levels. Trying to find something within the game that actually related

game was extremely difficult and disconcerting considering the potential of the title. All the special effects are available including the normal we looked car damage. But after the looks it Midway should have just left it out. When reviewing a racing title, the physics and control are of utmost importance to the overall performance of the game. Unfortunately the cars bounce off each other like two positive numbers. They don't react to different road faces, the cars turn and slide unrealistically - a slight oversight maybe I think not.

The only enjoyment we got out of SFR was the multiple racing modes that include the Express Race if your speed drops below 60 you can solo explode. Special sides you can also in the Duke Park up Duke picking up hourglasses in order to continue



to the races and the Grand Prix Mode. It's not against the console but try as this might to make up for the lack of playability the game never seems to live up to all the others. Besides four different settings and 16 tracks, it played in reverse mode as well as hidden shortcuts and secret cars.

Sometimes you get a game that's hard but fair (usually San Francisco Rush is one of those games). But a plenty of other Racing Sims out in the market that stand head and shoulders above this game. You know what I mean?

Storm

There comes a time when a bad game enters the market and consistently manages to irritate and falter on the same basic principles of playability. Actua Golf series is one of those types of games. No matter how hard I try to find justice for the errors, the more it reminds me of how not to make a game.

Storm

remember reviewing Actua Golf Series 1998 for the PC in our first edition it's a bit of a shock some of the worst errors a golfing game could make. As things stand, have the PlayStation version has somehow caught the same errors and has managed to find those exact same problems even in their third edition of the game.

Where shall we start? The graphics yes, if you want to know how to develop a game graphically (like Actua Golf would be your example). The failure to animations on the golfer are the worst I have yet seen in a Sport Sim. The texture alignments and positioning are laughable with the golfer looking more like a moving background than a golfer. The swing technique has a low resemblance to a man-juggling sticks together with superglue. What is with gremlins this is the sport of golf which has style and charisma. If you are going to be serious about the

sport then try and get that least appropriate right. I shudder at the thought of trying to explain the half-baked physics and golf balls managed to the different surfaces. So will strain from doing so and just say that if you have not played golf you will end up using this Disc Golf reader.

Not everything is as bad as it

has led you to believe



butters with the wide selection of courses, animals and flowers of the holes some of the more prominent. This release now has a better control mechanism if you have a Dual Shock Compatible controller otherwise prepare to be irritated with the button mashing.

It can only justify a purchase of this game if you have an overwhelming ambition to be the number one golfer in the world on the worst golf game. Over the year I have had to simmer down from the last review, I was hoping for major advances from Actua Sports. They never satisfied in my verdict remains the same: it's a really bad golf simulation.

Storm

## Golf Simulation

Developer: Actua Sports

Publisher: Gremlin Interactive

Supplier: Star Kinokor Int. Tel: (011) 445-7900 R 429.00

International Web Site: [www.gremlin.com](http://www.gremlin.com)

# REVIEWS UNDER FIRE



Cross tying the good old Adidas boots and stretching the tired muscles is a thing of the past. Luckily for me Football Sim's are not difficult to find, allowing me to work the wrist muscles more than usual. Now the closest I come to breaking a sweat is sitting too close to my computer lamp. Who says reviewing games doesn't break you out in a sweat?

The throne of the Football Sim king has been decided a few months ago and with very little competition to back it up. Setting the standard of solid playability makes FIFA 99 a clear winner in every respect. You ask yourself why am I talking about this when it's an Actua Soccer review? Well, the truth is Actua Soccer 3 competes against FIFA 99 in every respect.

Not many people on the console follow the likes of the Actua Soccer series.

mainly because it first featured on the PC with resounding effects. Now after a few years as a competitor to the EA Sports range, the Actua Soccer series has finally reached maturity. Actua Soccer 2 was highly regarded as the king of the Football Sims in the console market before the arrival of FIFA 99 that being because it featured high quality motion capture technology to bring the game to life. Now we find in the range has become a cluster and smoother with Alan Shearer, David Holdsworth and Simon Tracy offering their talents to the motion capture.

Nothing really changes graphically but better collision and a tweaking of the engine to make the

AI can be set to assist or handicap you, helping to level the playing areas for the new comer. The thorn in the Football Sim's side is the use of the keeper, now you are able to control him or set him to CPU control, the latter is recommended. AS3 can be set for varying degrees of realism by setting fitness, footspeed (pick the players better foot) and more. The omission of the league teams can be centred around EA's licence agreement with the FA taking a great deal



## actua SOCCER(3)



away from AS2 will only the international teams available and they are very limited. The inclusion of the editor does help overcome this problem by allowing you to customise and add teams, but recreating the FA Premier League is a large task. The one gripe of the game is the lack of camera angles while in game. The side-view scrolling camera makes the control awkward at times, especially when shooting. A selection of angles or a configurable camera would have done wonders for the viewing area and absolutely the playability is a little confusing, but the replay has this option, but again failed to offer it in the game options menu.

Actua Soccer 3 has done wonders for the viewing area and absolutely the playability is a little confusing, but the replay has this option, but again failed to offer it in the game options menu.

### Platform Action

**Developer:** Actua Sports

**Publisher:** Gremlin Interactive

**Supplier:** Star Kinekor Inter  
**Tel:** (011) 445-7900  
**RRP:** R 459.00

**International Web Site**  
[www.gremlin.com](http://www.gremlin.com)



game look and feel accurate

The key to Actua Soccer 3 success is the depth of options and configurability. Nearly every option has a selector to configure the game play to your exact requirements, everything from the height of your players to the amount of bend of the after shot effect.

**Scalable options and realistic game play**  
One of the best Football Sims ever, it features all the ingredients of a great game including the graphics, controls and variety of sports.

**88 90 75 NA 81 89**

[www.gremlin.com](http://www.gremlin.com)

**2 Players**    **4-8 Players**

**+ Features**: Cooperative, Reversal AI, Touch, Scalability, Limited Camera Angles, Electronic Scoring

**Gremlin Interactive**

**85**

# REVIEWS UNDER FIRE



Duke's tried and tested formula of girls, guns and comedy is back, and now he even gets to do a spot of time travelling.

CH Interactive

It seems that poor old Duke Nukem can't just take a well-earned rest from his alien killing duties. We find the original PC male chauvinist relaxing in his local strip bar knocking a few beers back, while appreciating the view. And just in case you wanted to check out what is on offer well the opening FMV sequence should reveal all (literally). The FMV is

## DUKE NUKEM TIME TO KILL



### 3rd Person Shooter

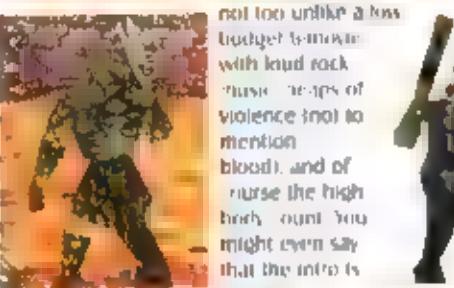
#### 3D Realms

**GT Interactive**

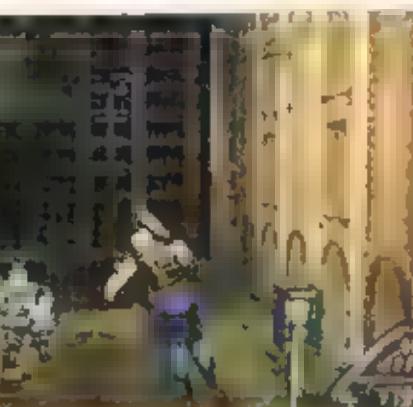
**DataTech Crew**

**Tel: (011) 233-1111  
R 399.00**

**International Web Site**  
[www.gtgames.com](http://www.gtgames.com)



not too unlike a low budget film with loud rock music, lots of violence (not to mention blood), and of course the high body count. You might even say that the intro is verging



on softcore porn. What with the topless dancers doing their pole dancing routines, but somehow the complexities of recreating believable human bodies especially ones with no clothes on makes it pretty funny.

The reason our anti-hero is jumping back and forth in time is because of those unrelenting aliens. Not content in getting their butts kicked all over the PC and N64, they are now trying to take over the world by going back into the past and messing it up on the PlayStation. Luckily Duke has found their time travelling portal so now it's off to the good old Wild West, plus a visit to Medieval Europe and Ancient Rome. The biggest and most obvious change to the regular Duke formula is the transition from 1st person to a third person perspective. We now have Duke, Lara Croft, Nukem so to speak. This means



**70 60 60 70 70 70**

[www.gtgames.com](http://www.gtgames.com)

**2 Players**    **4-8 Players**

**+ Features**: Cooperative, Reversal AI, Touch, Scalability, Limited Camera Angles, Electronic Scoring

and as the different worlds are far from small this will require a reasonable amount of time spent exploring.

The time settings are well implemented, so for each specific world come a whole variety of levels and puzzles. The completion of these as well as just finding your way around provides a much-needed break to the otherwise repetitive

gameplay. The other enjoyable divisions for not as the case may with the amount of different enemies. With a total of eleven kinds of aliens from the mechanical to the organic and with varying degrees of AI it's just as well that there is a ridiculous amount of weapon power ups you can acquire in order to blow them away. Choose from up to fifteen forms of attack ranging from end of Dukes boot to the some what more powerful Hand Grenade. Grenade Launchers looking for big guns need look no further as a Gatling Gun, Rocket Propelled Grenade Launcher and Flame Thrower are all included, just make sure you pick up enough ammo to keep them going. Another useful weapon at your disposal are the Pipe Bombs, these hand held little devices can be thrown both long and short distances, and then detonated by remote control.

The best part of having so many lethal weapons is actually using them on another player. The two-player mode is a little confusing with the split screen and the controls being identical, but those that persevere will get much out of the death match style game play. Devious tactics and select use of the weapons ensures no frantic encounters while the different locations give opportunities for using the terrain to your advantage. Players with the Analog controller will find it easier to position Duke, but unfortunately no force feed back is supported. Overall Duke Nukem isn't going to break any records, but it does provide a solid playing experience and if you're into the first person shoot-em-up and fancy a small change then you could do a lot worse than this action adventure romp.

CH Interactive



**65**

**2 Players**    **4-8 Players**

**+ Features**: Cooperative, Reversal AI, Touch, Scalability, Limited Camera Angles, Electronic Scoring

# REVIEWS UNDER FIRE



Midway attempts to cash in once more with their latest addition to the successful & controversial Mortal Kombat series, this time opting for a 3D approach... but will it enjoy the acclaim of its predecessors?

MacMan

**B**lood is thicker than water. Mortal Kombat is back, and this time the 2D view of the previous games and bloodied actors have been ditched in favour of 3D. The other major

feature is the introduction of a

weapons system, but rest assured the blood and gore is still intact and in abundance! The match starts with weapons holstered and you may draw your

weapons at any time.

Knocked down while holding your weapon it will fall to the floor and can be picked up by your opponent. Although the game claims to be 3D it isn't as good as Mortal Kombat 2, you can sidestep in and out but your opponent immediately turns to face you making it too slow to launch a surprise attack. The main reason for the side-step moves is to get to weapons or other items to throw at your opponent but I often had great difficulty getting to the right place. The only other part of the game where a real 3D view is present is during some moves or throws when the camera pans around to give a better view of the action.

Mortal Kombat 4 has no shortage of characters combining old favourites, it in total among them Sub-Zero, Liu Kang and Sonya with 7 new ones. In addition, MK4 brings to the table a selection of new game modes, which is good news especially if you're going to be playing this game alone. You can now play 2 on 2 against a friend or the CPU, a team battle mode where each team consists of 1-5 members, an endurance mode where your energy isn't replenished and a tournament consisting of up to 8 human players. Unfortunately, the latter hardly passes as a mass multiplayer mode as only 2 people play at a time.

Precision Matters

The game controls just like its predecessors aside from the weapons, so veterans will feel quite at home. Also included is a practice mode where new comers can practice moves, tactics and fatalities without the constraints of a health meter or time limit. You will find the most moves of the old-schoolies are present with a few new ones thrown in here and there, the button combinations are easier and lightning fingers are no longer a pre-requisite to become a good player. Each character only has 3 or 4 unique moves, the rest of the arsenal consisting of the usual assortment of lung sweeps, roundhouses and the particularly disgusting scorpion. Combinations can also be used for extra damage but you'll have to create your own or dig around the net to find them. MK4 also has some humorous touches such as seeing your



Not a common sight when fighting Raiden.



Raiden beat-em-up but unfortunately offers nothing that his predecessors haven't. The selection of weapons and the switch to 3D was just the 'showy' element, it didn't complement it. Nothing like having beaten your pants before half of the series will satisfy it... it's no 3D revolution!

80 78 84 62 87 90

OVERALL  
RATING

www.midway.com

1 B  
Players

1  
Blocks

Excellent  
Graphics  
Good Story  
Quick & Entertaining Game No Previous Knowledge

80  
OVERALL  
RATING

80

# REVIEWS UNDER FIRE



Gamers who invested their hard earned Rands in Cool Boarders 2 will probably be slightly annoyed that it's only been out for several months, and already there is a new addition to the series. It looks like the developers had timed things for Santa's shopping list, just like a couple of other games namely Crash 3 and Tomb Raider 3. Is it just coincidence that this popular title just so happened to be out in time for Christmas? Somehow I don't think so, but seeing as it's a reasonable improvement on the last Cool Boarders, I'll pass off on the cynical comments.

LH Industries

Cool Boarders 3 seems to have matured a great deal from the last game. The previous 'cool' and funky production qualities have been ditched for a more designer feel with big sponsors such as Levi's and Swatch getting involved. Thankfully, it's not just the look that has improved, but also the depth of game-play. Each event has a skill that has to be mastered in order to negotiate it successfully. Often you will have to combine techniques, and this is where you can really put your practice to good use. It might be easy to shoot straight downhill to the finish line, but the real movers will want to pull some stunts and gain more points.

The 2 Player Mode is better than the last effort, you now even get the option of punching the opposition as they try and slip. This has the benefit of making the races more unpredictable while also adding that deviant element that is great when playing against human opponents. Unfortunately, the smooth motion that is so good in single player mode is not carried over to the 2 Player option. A margin on the left side of the screen reduces

## COOL BOARDERS 3



Getting your head around the numerous controls and combinations will take some practice, but the more you put in the more you get out. After mastering the controls you now have the choice of 12 courses, 20 different riders, and 23 individual boards, although the boards and riders have very little difference between them.



taking a knock or fall. The snow sound effects are true to the real thing, hanging accordingly when going over different surfaces.

I wonder if we will see the next Cool Boarders instalment on the present PlayStation console. It wouldn't surprise me to find out that 989 Studios (the game's developers) are currently planning a new Cool Boarders game for the new PlayStation. Maybe then Sony will have a successor to Nintendo's snow and water titles, but let's not forget that Sega might well be holding the crown at this time. Either way PSX owners now have a worthy playing experience to get stuck into.

LH Industries

## Snowboarding

Developer: Sony Computer Ent.

Publisher: Sony Computer Ent.

Supplier: Star Kinokon Inter.  
Tel: (011) 445-7900  
RRP: R 399.00

International Web Site  
www.playstation-europe.com



the action to a small window and on top of trying to get into this little box, the frame rate seems to be noticeably slower, making the game feel unresponsive and generally unexciting to play. The tricks are pulled off with a combination of shoulder, directional and pad buttons. Not only do you have to get to

79 66 70 NA 70 75

www.playstation-europe.com

> 2  
Players

1  
Blocks

> Single Player  
> Numbered Riders  
> 2 Player Mode  
> Only Variants

OVERALL  
RATING

70

# Bargain Buys



In keeping with their record of producing quality products, Blizzard have released a boxed set consisting of StarCraft the original game, the StarCraft expansion set Brood War and two official strategy guides, one for each game. For the price you're paying this Battle Chest scores full marks, especially for people who didn't buy the original game. StarCraft needs little introduction and set a new standard in the real-time strategy genre when it was released by offering the player three distinctly different races, including humans. The game was massively successful and caused hypes in the online gaming community with the Battle.net servers straining under the onslaught of thousands of players playing for tens of thousands of hours. Brood War is still relatively new and managed to score a respectable 90% in this issue. This expansion set breaks free from the poor examples set by other add-on packs and offers true value for money. The new units are

## Starcraft Battlechest

Publisher: Blizzard Ent

Supplier: Datatec Crew  
Tel. (011) 233-1111  
RRP: R 399.00

**Package Includes:**  
Starcraft Full Retail  
Brood Wars Add-On  
Official Starcraft Strategy Guide  
Official Brood Wars Strategy Guide



available change the way the game is played strategically and besides units and new terrain there are some high-quality movies included to cap off the deal. And there's more... Along with a full game and the expansion pack you also get two strategy guides which will help you to hone your skills and then talk about your losses with some authority. In the strategy guides, information on all the units both air, ground and structures are covered in depth, with details like unit speed, attack range and hit points all covered in loving detail. You can also find out how to play all the Zerg, Protoss and

Terran missions to completion in the most effective way and the books even delve into the intricacies of multiplayer games. Both official strategy guides weigh in at around 250 pages and should keep you busy for ages. Overall, this compilation delivers more than you would expect for the price and is highly recommended for both the veteran and new comer to the StarCraft universe.



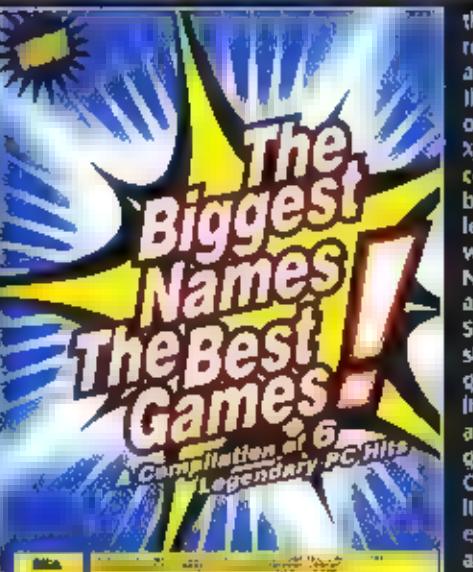
Whenever you see the words six for the price of one you inevitably start wondering which one of the six is the good title, suspecting that the rest are just killers destined to die in bargain bins around the country three years from now. Well oddly enough, this compilation comprises three games that are nothing less than classic and three others that could hold their own in any light. The best game in the compilation must be Dungeon Keeper, which is still a compelling and addictive game but now shows its age with an average 3D mode - but considering this 3D mode isn't essential

## The Biggest Names. The Best Games!

Publisher: Electronic Arts

Supplier: EA Africa  
Tel. (011) 803-1212  
RRP: R 329.00

**Package Includes:**  
Theme Hospital Sim City 2000  
Need for Speed 2 Dungeon Keeper  
Dark Omens Nuclear Strike



To play the game, who cares. The other Bullfrog title in the bag is Theme Hospital - unique hospital simulation game that never takes itself seriously and originated the famous chain-reaction vomit. The older but distinguished Sim City 2000 is also included and provides a nice way to have a look into

the business of city creation (check out our review of Sim City 3000, which is now available, elsewhere in this issue). Need for Speed 2 Special Edition puts you in the driving seat of super cars such as the McLaren F1, Jaguar XJ220 and the Ferrari F50. The game cannot compare to today's racing and driving games, but a bonus is that the Special Edition part lets you take advantage of 3D acceleration which wasn't available in the original version. Nuclear Strike is the second last game and is a pure action arcade game where you fly a Super Apache helicopter across a top down sideways scrolling map - the object of the game is to destroy anything that moves and live to tell the tale. Dark Omens is the last title and is an excellent real-time isometric strategy game based in the Warhammer universe. On the good side, you get to control things like elves, dwarfs and powerful sorcerers fighting against zombies, goblins and vampires on the evil side. This compilation has a good mix of different genres and doesn't sell itself short on quality. It comes highly recommended and is a must have for the bargain hunter.



TO GET A FEEL FOR THE NEW RIDGE RACER DRIVING GAME, RIP THIS AD OUT, CAREFULLY CUT OUT THE WINDSCREEN (PARENTAL SUPERVISION ADVISED), HOLD THIS PAGE ABOUT 3 CM FROM YOUR FACE, AND RUN REALLY FAST. OR YOU COULD JUST GET THE GAME.



# RIDGE RACER TYPE 4

NEAL GROSS  
namco



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PlayStation Powerline: 0800 111 013

# HARDWARE NYPE

With the overwhelming prices being thrown around in the hardware sector of the industry in South Africa, it is refreshing when a solid all round performer becomes the exception to the rule. Datatec Crew's Dexxa range of affordable products will surely make things a little lighter on the pocket.

- NAG

After reviewing the first range of force feedback steering wheels it is quite refreshing to finally receive an entry-level competitor that lacks all the bells and whistles but helps to make these peripherals affordable in the mass market. The Dexxa Steering Wheel cannot be considered to be the prettiest or most ergonomic of the racing pack but with the markets limitations on the range of cheaper products, it certainly competes on both platforms. At first look the Dexxa is obviously designed simply and basically. This is not a downside to the wheel, but a plus in many factors. The more complex wheels are bulky and overwhelming, the Dexxa however is light and manageable. Made from a strong durable plastic, except for the rubber finger grips with 2 axis + four button option which can be easily configured if you follow the excuse for a manual that you receive in the box, two and a half pages to be exact. Once setup and configured it becomes smashing.

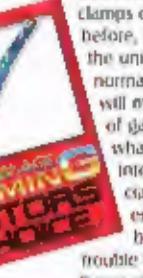


Thumbs up to the Dexxa. The Dexxa Steering Wheel is a NAG favourite because we all feel the pinch sometime and it's a great alternate for the discerning gamer with a small budget. At R 799.00 who can complain about the

full package when it does what the gamer wants. The Dexxa has two thumb buttons positioned to the left and right of centre

theory). There are also two table clamps that insert into the front of the unit and though they are an excuse for clamps considering what we have seen before, they do a fine job of securing the unit. The pedals are smaller than normal but with adjustable angles it will make racing easier for all sizes of gamers. The software, umm... what software? No demos, no interesting applications, no special addition games and no drivers. Yes, no drivers and this is a bonus if you have had as much trouble with drivers as I have. The Dexxa simply uses the Game Controller's well, I have yet to see a similar priced steering wheel, then and only then may I consider a worthy challenger to the Dexxa as an affordable solution.

- NAG



**Pro's:** Price Great Performer Ergonomic Design Clamp Mechanism  
**Con's:** None  
**R 799.00 (RRP)**  
**Datatec Crew**  
(011) 233-3111  
[www.datatec.co.za](http://www.datatec.co.za)



Considering the amount of Racing Sims floating around the market, it was a sign from the gaming gods that Logitech decided to release their Rolls Royce of steering wheels in the form of the Wingman Formula.. - NAG

Walking through my batch of Racing Sims for this issue has left me with little time for the everyday living chores that keep the wife in a consistently good mood, but with the help of the Logitech Wingman Formula it has been a slight hit easier. My belief in first impression's count has finally been granted with this gorgeous peripheral. Everything about the Wingman Formula reeks quality and performance and a hefty R 1199.00 to boot justifying the price has to come from how desperate the gamer is to feeling totally in control of the game he is playing.

The cosmetic set-up of the Wingman Formula is the best yet encountered, with a racing wheel that is made from high quality metal and plastic, as well as a strong rubber grip compound for the wheel. The four buttons on the wheel are made from a metal compound and easily reached for all hand sizes, but are slightly small. The other two shifters (buttons) are situated behind the steering wheel and in my opinion are better than the normal gear selection schemes, which makes it easier for manual transmissions, therefore making it easier on

## WingMan FORMULA



the playability of the game. The pedals are a little disappointing considering the steering column. The pedals are made from a plastic material that held up admirably to my constant pounding. The one thing going for the pedal base is the size and design, which is large and comfortable helping alleviate movement of the pedal base. With only a few niggles against the design, the Wingman Formula is the best looking steering wheel of the bunch.

Setting up the Wingman Formula was simple and effective. The small wheel base tightens with the help of

two adjustable clamps that securely fasten the unit to most tables sizes, but what is even more effective is the rubber soles that stop the base from shifting, even under serious pressure. With the strong, sturdy grip that the wheel gives you, as well as the almost invincible clamp mechanism, you will be assured total control of your game. Software installation was a breeze, as can be expected with the modern day software that the larger companies depend on. The Logitech Wingman Software that accompanies the wheel installs all the product drivers. The interface for the Formula Software, it must be said, does not stand up to the Microsoft Software interface, but it works nonetheless.

Software included with the wheel come in the form of Motorhead (NAG 88%) and Ubisoft's F1 Racing Simulation, both value for money that definitely helps

**Pro's:** Extra Software Sturdy Design Great Feel  
**Con's:** Pricey  
**R 1199.00 (RRP)**  
**Datatec Crew**  
(011) 233-3111  
[www.datatec.co.za](http://www.datatec.co.za)



# HARDWARE NYPE

Both the speaker systems on review claim virtual 3D and surround sound capabilities using an extra set of satellite speakers, effectively giving you one subwoofer and four speakers in total. They can't claim true four channel 3D surround sound but rather a two channel simulated 3D surround sound using conventional soundcards. This is then a cost effective 3D sound solution. Both offer the extra set of satellite speakers in a different way. With the J-7902 you need to purchase an extra set and with the J-

7902 the extra speakers are hidden within the main set. Both sets are also shielded and won't distort your screen or easily accept interference. How realistic the virtual 3D surround speakers sound is a debatable point but at the end of the day a speaker test can only ever be opinion based with any serious problems highlighted or not right lies exposed, if what is written on the box differs from what you get inside the box we'll tell you.

audio this loud, so unless you're trying to open a budget night-club, they perform well. Also, you need to buy the extra set of speakers to take full advantage of the 3D part as the J-7901 only ships with two speakers. This

extra set costs very little and is well worth the money. This set represents good value for money and quality and at the price, you really can't go wrong.

- NAG

## JAZZ J 7901 COMPUTER SUBWOOFER SYSTEM



**R 320.00 (RRP)**  
**Cyberdyne Systems**  
(011) 327-0237  
[www.cyberdyne.co.za](http://www.cyberdyne.co.za)



## JAZZ J 7902 VIRTUAL SURROUND SYSTEM



you want. This system is good but just seems a little flat, otherwise it performs well in every other respect.

- NAG

**R 765.00 (RRP)**  
**Cyberdyne Systems**  
(011) 327-0237  
[www.cyberdyne.co.za](http://www.cyberdyne.co.za)



total. These 'hidden' speakers are very small but pack quite a punch. One problem with a set-up like this is that the cables supplied with the detachable speakers are a little short so you have trouble placing them wherever

you want. This system is good but just seems a little flat, otherwise it performs well in every other respect.

- NAG



**Saitek Cyborg 3D Pad**

thing sorts itself out. From calibration to gaining templates, the software is designed to help you through the traumatic period of installation.

Once up and running the Cyborg 3D has a number of different playing options and with a flick of a switch can be changed from joystick to a gamepad, pretty nifty. One small gripe that did come up was the positioning of the finger buttons, which are awkward to get at. The offering of an 8-way directional thumb pad, adjustable palm grips (for all hand sizes), soldier / steering function, throttle, mini joystick, 2 squeeze buttons and 4 triggers is a handful to deal with. Once you have used the Cyborg 3D Pad for a while you do become accustomed to the different configurations. We found that Saitek went a little overboard with the design and functionality of the device but with good intention and impressive results.

To summarise the device, the unit has great value for money (especially in today's economic times) but fails to do any one of its functions with great purpose. You will get the best of all worlds with this pad but you will miss your favourite controllers for doing the right thing the right way. - NAG

**R 549.00 (RRP)**  
**Virtual Media Systems**  
(011) 768-6080  
[www.vms.co.za](http://www.vms.co.za)



# CLUELESS

## PC CHEATS

We have moved this section onto our Cover CD, so please browse the CD for PC cheats.

## PLAYSTATION CHEATS

### Duke Nukem: Time to Kill

Enter one of the following codes while the game is paused.

#### Level Select

Press Down(9), Up (See Note Below) Note: After entering this code, exit the game. Then at the bottom of the main menu there will be a new option called "Time To Kill". Select this new option, then press Left or Right to choose a level and press X to go to the level.

#### Selected Powered-Up Weapons

Press Right(2), Left, Right(2), Left, Right(2), Left

#### All Weapons

Press L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

#### All Items

Press R1(5), L2(5)

#### All Keys

Press Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

#### Invincibility

Press L2, R1, L1, R2, Up, Down, Up, Down, Select(2)

#### Temporary Invincibility

Press R1, L2, L1, L2, R1, L1, R1, L1, L2, L1, L2

#### Unlimited Conquests

Pause game play and press Left, Right, Up, Left, Right, Down, Left, Right, L1, R1

#### Powered-up Weapons

Pause game play and press R1, R2, L2, L1, R1, R2, L2, L1, Select(2)

#### Invulnerability

Press L1, R1, L1, R1, L1, R1, L1, R1, L1, R1, R1

#### Infinito Armor

Press [Left, Right, Left, Right, Select] twice

#### Double Damage

Press L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, R2

#### Big Head Duke

Press R1(9), Up

#### Small Head Duke

Press R1(9), Down

#### Big Head Opponents

Press R1(9), Left

#### Small Head Opponents

Press R1(9), Right

#### Beat Em Game

While playing hold L2 + R2 then press Square, Triangle, Circle, Circle, Start

#### View Reggae Trip FMV sequence

At the GT Interactive logo during the opening sequence, press L1 + L2 + R1 + R2

#### Introduction Sequence

Pause game play and press Select, Up(8), Select, L1

#### Victory Sequence

Pause game play and press Select, Up(8), Select, L2

#### Kill Sequence

Pause game play and press Select, Up(8), Select, R2

#### View Credits

Pause game play and press Select, Up(8), Select, R1

## Tips, Cheats and Tactics

If you have any PlayStation or PC cheats please send them to us at [cheats@nag.co.za](mailto:cheats@nag.co.za).

### Actua Soccer 3

**Bonus Teams:**  
Enter PREM CLUBS as a team name at the team creation screen.  
**Join Teams:**  
Enter TFF TEAMS as a team name at

the team creation screen.

**Shearer's XXX Team:**  
Enter SEXY FOOTBALL as a custom team name at the team creation screen. Shearer XXX team will appear under 'CHT1'.

**Big Head Mode:**

### Devil Dice

Note: This game is also mod'd.

**Bonus Puzzles:**  
Successfully complete all 100 puzzles under puzzle mode. Highlight "Random" at the stage selection screen and press X, Press L2 or R2 to select from 100 new puzzles.

#### Play Your Own CD

Replace the game disc with an audio CD after it reaches the menu screen. Press Start during game play to change tracks.

#### Fast Puzzle Completion

At the screen that reads one player or split screen press L1, L2, R2, R1. A screen will pop up showing the date the game was completed.

#### New Boards and Characters

To get new boards and characters, start a Single Race at Pro level and beat the record shown at the bottom of the screen (eg. Come in first with 5000 pts.)

#### Play as Eddie

To earn FAST EDDIE you must complete the mountain POWDER HILL in first place and with 3,400 points or more.

#### Game Completion Date

At the screen that reads one player or split screen press L1, L2, R2, R1. A screen will pop up showing the date the game was completed.

#### New Boards and Characters

To get new boards and characters, start a Single Race at Pro level and beat the record shown at the bottom of the screen (eg. Come in first with 5000 pts.)

### San Francisco Rush

**All Cars:**  
Press Triangle, Square(2), X, R1 at the options screen. A sound will confirm correct code entry.

#### Truck

Select any car, then hold L1 until the race begins.

#### Buggy

Select any car, then hold R1 until the race begins.

#### Hidden Car

Select any car, then hold R1 + R2 until the race begins.

#### Various Cars

Select any car, then press Down at the transmission selection screen to cycle between a low rider, bus, rocket engine car, taxi, and police car. Note: The number of cars vary depending on how many keys have been found. To drive the police car, circuit mode must be completed. Additionally, press Circle at the car selection screen to access four more vehicles.

#### UFO

Hold R1 + R2 + L1 + L2 at the car selection screen and choose a car. Keep those buttons held and press X at the transmission selection screen. Then, hold Triangle until the race begins.

#### Alternate Car Colours

Press Square at the car selection screen.

#### Reversed tracks

Complete circuit mode to unlock an option for forward and reversed tracks.

### Cool Boarders 3

At the Tournament screen enter your name as:  
**woruld** – All tracks  
**open\_om** – All riders  
**bigheads** – Big heads  
**openboard** – All boarders and boards  
**showpos** – Director's cut

#### Fast Eddie

To earn FAST EDDIE you must complete the mountain POWDER HILL in first place and with 3,400 points or more.

#### Game Completion Date

At the screen that reads one player or split screen press L1, L2, R2, R1. A screen will pop up showing the date the game was completed.

#### New Boards and Characters

To get new boards and characters, start a Single Race at Pro level and beat the record shown at the bottom of the screen (eg. Come in first with 5000 pts.)

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#### New Boards and Characters

To get new boards and characters, start a Single Race at Pro level and beat the record shown at the bottom of the screen (eg. Come in first with 5000 pts.)

### NFL Xtreme

**Big Head Mode:**  
Enter BIGHEAD BOBBY as a name at the create free agent screen.

#### Flat Head Mode

Enter COINHEAD COREY as a name at the create free agent screen.

#### Long Neck Mode

Enter GEORGE GIRAFFE as a name at the create free agent screen.

#### Long Arms

Enter MONKEY MICKEY as a name at the create free agent screen.

#### Short Arms

Enter SHRIMPY SEAN as a name at the create free agent screen.

#### Big Players

Enter BIG BEN as a name at the create free agent screen.

#### Small Players

Enter TINY TOM as a name at the create free agent screen.

#### Reversed Animations



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# THE END

## WE ARE HIRING...

New Age Gaming is quickly getting out of hand for the few and the brave that put it together every month. We're already getting better each month but now we need to start getting bigger. This is good news for all you gamers out there and who knows it might even be better news for a few lucky individuals. The job will entail making coffee for the permanent staff at NAG and if you're really lucky you can also watch us type a few words and put a whole paragraph together for the magazine, in real-time 3D. Besides the important Java Technician position we also need someone who can head up the coveted Hygiene Management Team. The candidate must be prepared to... [Enough already].

Seriously though, your favourite gaming magazine is looking for a few freelance writers. Ideally, the lucky sole(s) must be able to write English with some kind of authority and should be able to use the word 'dilettante' in a sentence. You will also need to have some experience in playing games - currently the big knobs at Nag have around 40 years of gaming experience between them so at least you know who you have to impress. See below for details.

Put together a 600-800 word review of a current game and e-mail it to us at ed@nag.co.za, unfortunately postal entries will be incinerated - being connected to the Internet is important. The review must follow the general style of the magazine and should be in English. Also tell us a little about yourself so we can decide if we could learn to like you or not.

- You must live in the Johannesburg area.
- A driver's license and car is important.
- You must have reliable access to the Internet and a valid E-mail address.
- Being able to play both PlayStation and PC games is a bonus especially on a decently specified machine.
- We don't support piracy so if you do, don't bother sending us anything.
- This isn't a competition so there are no rules except one - multiple entries won't help your case.
- Spelling mistakes and grammatical errors will be frowned upon.
- The Editor's decision is final and no correspondence will be entered into.
- Closing date for submissions will be the last day of April 1999.

## You Never Heard It From Me...

I hope you gamers out there enjoy the new layout, and it will have even more changes next month. Taking a look at games for the next issue, we have some interesting content incoming. The following games will appear in our Birthday Issue for your enjoyment:



From Walt Disney comes the game based on the animated motion picture portraying a colony of ants enslaved by ruthless grasshoppers. You play Flik an aspiring ant out to search for help from the insect kingdom and rescue the colony while winning the heart of Princess Anna. Sounds interesting, huh?



The next in Sid Meier's evolution of the Civilization series. This time fans will be pitted against rivals when your spaceship crashes on a distant planet and the inhabitants form their own political factions. Alpha Centauri promises great things, but we will see if it delivers next month.



I think there are a great deal of gamers out there who have been waiting for Delta Force to arrive. It finally is available and gamers can take on the role of one of the elite in the special squad known as Delta Force. The game relies on Novalogic's Voxel engine, and makes no use of acceleration at all.

Please remember to keep sending in those e-mails and letters. We always enjoy hearing from the public out there, afterall we do this magazine for all the gamers and the gaming community. Until next month

**Keep fraggin, kickin butt, strategizing, sportsizing and playing games** - Soul Assassin



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